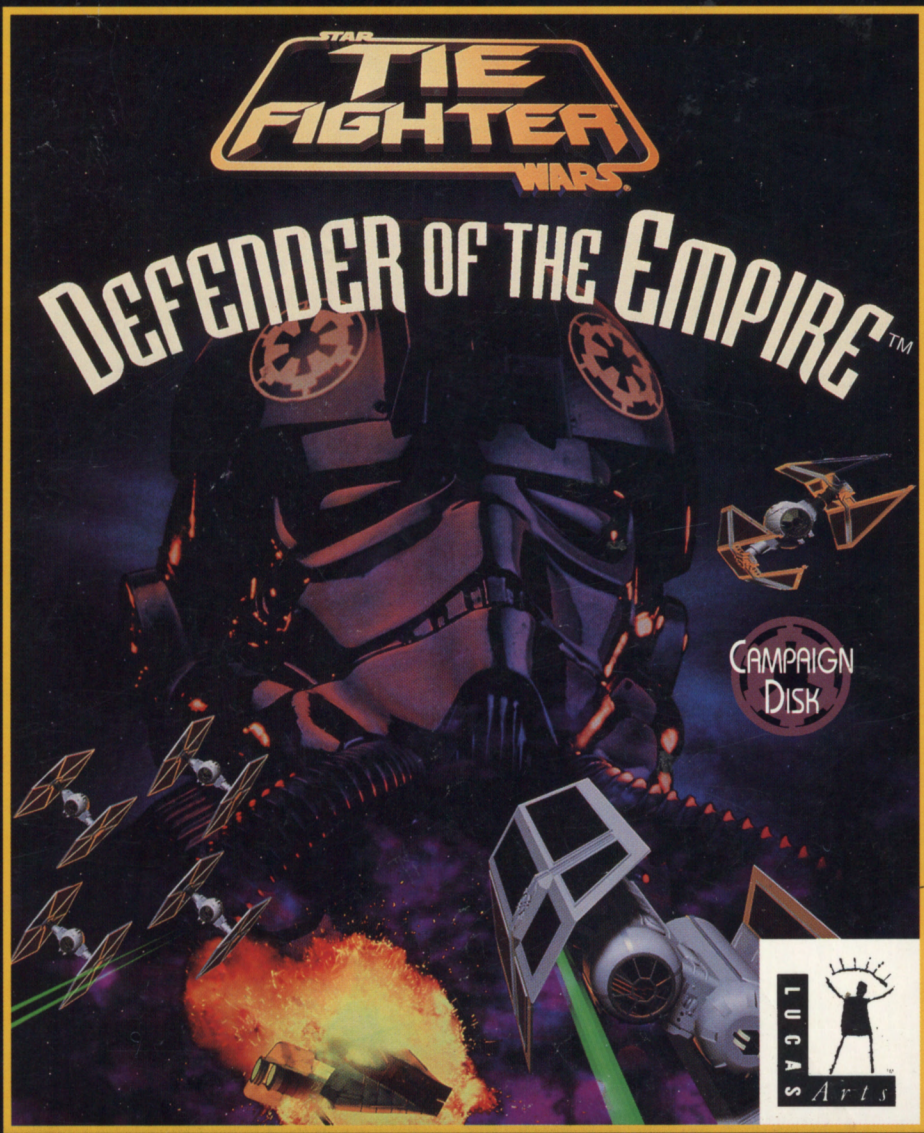


PRIMA'S
SECRETS
OF THE GAMES™



STAR
TIE FIGHTER
WARS.

DEFENDER OF THE EMPIRE™



CAMPAIGN
DISK



OFFICIAL SECRETS & SOLUTIONS

RUSEL DEMARIA

DAVID WESSMAN

DAVID MAXWELL

ISBN 0-76150142-8



0 86874 00142 8

TIE Fighter™

Defender of the Empire™

Official Secrets & Solutions

Prima Publishing

Computer Game Books now available from Prima Publishing

The 7th Guest: The Official Strategy Guide
Armored Fist: The Official Strategy Guide
Alone in the Dark 3: The Official Strategy Guide
Betrayal at Krondor: The Official Strategy Guide
Blackthorne: The Official Strategy Guide
Cyberia: The Official Strategy Guide
Computer Adventure Games Secrets
Descent: The Official Strategy Guide
Donkey Kong Country Game Secrets the Unauthorized Edition
DOOM Battlebook
DOOM II: The Official Strategy Guide
Dragon Lore: The Official Strategy Guide
Front Page Sports Football Pro '95: The Official Playbook
Hell: A Cyberpunk Thriller—The Official Strategy Guide
Heretic: The Official Strategy Guide
King's Quest VII: The Official Strategy Guide
The Legend of Kyrandia: The Official Strategy Guide
Lemmings: The Official Companion (with disk)
Master of Magic: The Official Strategy Guide
Microsoft Golf: The Official Strategy Guide
Might and Magic Compendium:
 The Authorized Strategy Guide for Games I, II, III, and IV
Myst: The Official Strategy Guide, Revised and Expanded
Outpost: The Official Strategy Guide
Pagan: Ultima VIII—The Ultimate Strategy Guide
Prince of Persia: The Official Strategy Guide
Return to Zork Adventurer's Guide
Sherlock Holmes, Consulting Detective: The Unauthorized Strategy Guide
Sid Meier's Civilization, or Rome on 640K a Day
Sid Meier's Colonization: The Official Strategy Guide
SimCity 2000: Power, Politics, and Planning
SimEarth: The Official Strategy Guide
SimFarm Almanac: The Official Guide to SimFarm
SimLife: The Official Strategy Guide
SimTower: The Verticle Empire
Stunt Island: The Official Strategy Guide
SubWar 2050: The Official Strategy Guide
TIE Fighter: The Official Strategy Guide
Ultima: The Avatar Adventures
Ultima VII and Underworld: More Avatar Adventures
WarCraft: Orcs & Humans Official Secrets & Solutions
X-COM UFO Defense: The Official Strategy Guide
X-Wing: Collector's CD-ROM—The Official Strategy Guide

TIE Fighter

Defender of the Empire

Official Secrets & Solutions



Rusel DeMaria
David Wessman
David Maxwell

Copyright © 1995 by Lucasfilm Ltd.

All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Publishing, except for the inclusion of quotations in a review.

Defender of the Empire and Tie Fighter games © 1994 Lucasfilm Ltd. and LucasArts Entertainment Company. All Rights Reserved. Used Under Authorization. Star Wars is a registered trademark of Lucasfilm Ltd. Defender of the Empire and TIE Fighter are trademarks of Lucasfilm Ltd. The LucasArts logo is a registered trademark of LucasArts Entertainment Company. iMUSE is a trademark of LucasArts Entertainment Company. iMUSE U.S. Patent No. 5,315,057.

Secrets of the Games™ and design is a trademark of Prima Publishing, a division of Prima Communications, Inc. Prima™ and P™ are trademarks of Prima Publishing. Prima Publishing™ is a trademark of Prima Communications, Inc.

Project Editor: Kip Ward

All products and characters mentioned in this book are trademarks of their respective companies.

Important:

Prima Publishing, Inc., has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either express or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

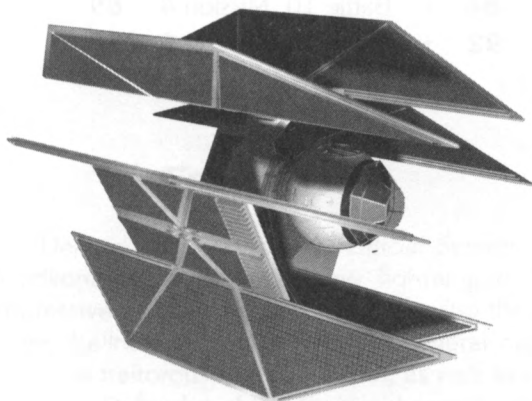
ISBN: 0-7615-0142-8

Library of Congress Card Number: 95-69255

Printed in the United States of America

94 95 96 97 BB 10 9 8 7 6 5 4 3 2 1

Contents



PART I COMBAT TRAINING MISSIONS 1

Missile Boat Mission 1	5	•	Missile Boat Mission 2	9
Missile Boat Mission 3	11	•	Missile Boat Mission 4	15

PART II BATTLE EIGHT MISSIONS 19

Strategic Warfare

Battle 8, Mission 1	23	•	Battle 8, Mission 2	27
Battle 8, Mission 3	30	•	Battle 8, Mission 4	33
Battle 8, Mission 5	36	•	Battle 8, Mission 6	39

PART III BATTLE NINE MISSIONS 43

TIE Defender Technology

Battle 9, Mission 1	47	•	Battle 9, Mission 2	52
Battle 9, Mission 3	57	•	Battle 9, Mission 4	62
Battle 9, Mission 5	66	•	Battle 9, Mission 6	69

PART IV BATTLE TEN MISSIONS 73

New Threats

Battle 10, Mission 1	77	•	Battle 10, Mission 2	81
Battle 10, Mission 3	86	•	Battle 10, Mission 4	89
Battle 10, Mission 5	92	•	Battle 10, Mission 6	96

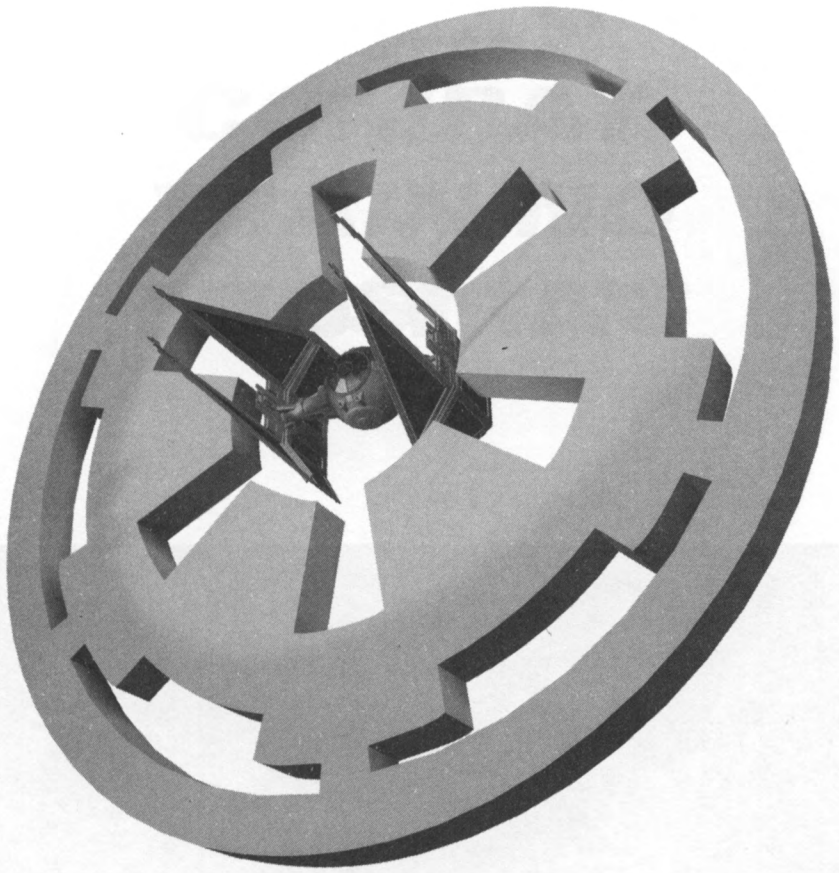
FOREWORD

TIE Fighter: Defender of the Empire, Official Secrets and Solutions, continues the adventures of Imperial Navy fighter pilot Maarek Stele, detailing his impressive accomplishments while serving the Empire.

Most notably, the new campaign includes several explosive battles with the forces of the traitorous Admiral Zaarin, as well as skirmishes with the Rebel Alliance. In *Defender of the Empire*, Imperial pilots also get to test the incredible destructive capabilities of the new Missile Boat, in both historical battle simulations and actual combat.

In keeping with the style of presentation established in the official strategy guide for the TIE Fighter game, synopsis for Historical Missions on the campaign disk are provided from the official Imperial records of the original incidents. Combat Missions include both the standard briefing given to all pilots, and Maarek Stele's own subsequent account of the missions as he flew them. Analysis and employment of Stele's tactics will provide pilots with valuable insights and consistent success. In addition, all missions include a Debriefing which outlines the various goals attainable in that specific engagement, helping pilots to better prioritize once the battle is underway.

Long live the Empire! And happy gaming!



PART ONE

PART ONE



COMBAT TRAINING MISSIONS



Combat Training Missions



Missile Boat Mission 1

Dual Warheads

In this mission, you will learn the capabilities of this new spacecraft. In particular, you will learn to use its huge warhead load to overwhelm the anti-warhead defenses of a Rebel deep-space facility. You will also learn to use the new SubLight Acceleration Motor, called the SLAM, which can double your speed temporarily by drawing off stored energy from your cannons.

You will first attack a Rebel deep-space manufacturing facility. Destroy the factory by using advanced missiles to overwhelm the anti-warhead defenses, then finish the job with rockets from a safe distance. If you wish, stay in the area to engage a supply convoy and relief force. The cruiser *Arjun* will arrive to deliver a reload vehicle, so you may restock your warheads during the mission.

Mission Analysis

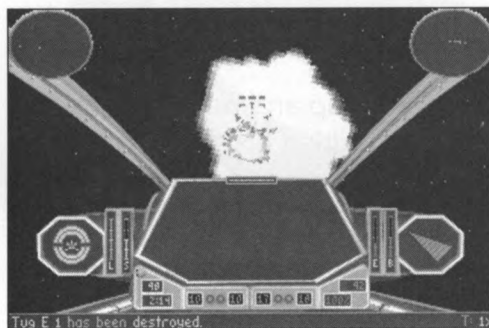
At the start of the mission, switch to the Inflight Map and note the position of the factory, 9.5 km away. Save it at memory position F5. Save TUG *E1* at F6. There are eight shuttles and cargo containers arranged in two echelon formations of four each. The nearest is about 5.5 km away; the farthest at about 9 km.

Go through standard mission start procedures, then switch to missiles and select dual warheads. Transfer cannon energy to shields as you close in on the

factory. A second tug launches, *E2*, and since it is very close, divert your path momentarily and fire a single missile at it. After that, retarget the factory and hit the comma key until the warhead launcher comes up on the CMD. Then hit the SLAM key (N), redirect shield energy to the engines, and fire two pairs of missiles at the warhead launcher. Spin around and hit F6 to target TUG *E1*. By this time, the missiles should have taken the warhead launcher out. Reset shield recharge rates to maximum and check the message log if necessary to note that four Z-95 Headhunters have been launched.

The Z-95s will close as you destroy TUG *E1* with a single missile. If you can, take a few shots at the nearest shuttle, then engage the Z-95s, resetting the shield recharge rate to normal. Take out the Z-95s of Red group with missiles. Luckily, the missile boat target acquisition system is faster than on other craft.

Mission Note: The tugs are critical to mission success or failure. If left alone, the tugs will tow the shuttles into the containers and you will lose the mission.



The factory becomes a fireball.

Mission Note: From your mission start point to the deep space facility, it will take you about 90 seconds to cover the 13 km, exactly the same amount of time it would take a missile boat to charge all energy systems fully.

A Note on the Missile Boat

The missile boat is equipped with several energy systems, including the usual shields, laser batteries, and beam weapons. In addition, the missile boat utilizes a new technology called the SLAM (Sub-Light Acceleration Motor). The SLAM, or “overdrive boosters,” as they are often called, offer a very rapid increase in speed, using stored cannon energy to achieve this for short durations. Therefore, in piloting a missile boat, it is useful to think of the warhead load, which includes a standard 40 advanced missiles — with an additional bay for other warheads — as the offensive firepower of the craft. The single laser cannon is used in some circumstances, but for all practical purposes, the laser battery is best used tactically to store energy for the SLAM. The SLAM is used for quick bursts of speed, for instance to escape or pursue an enemy. It is also used to increase speed temporarily before launching warheads, as the relative speed of the craft is added to the launch speed of the warhead, making the warhead that much more effective and harder to counter.

Once all the Headhunters are destroyed, retarget the factory and switch weapons to rockets in dual mode. Fire off seven pairs of rockets at the factory, then get ready to engage more Z-95s from Gold group with missiles and cannons.

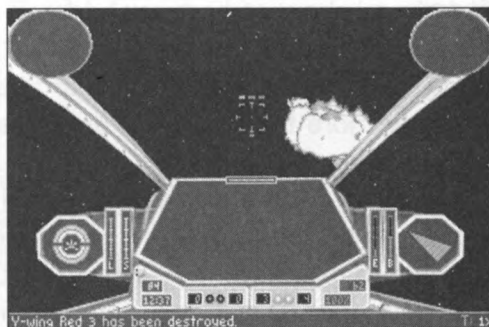
Once the factory is gone, destroy the shuttles with missiles and use a single rocket to dispose of each container. Then finish off the remaining containers with missiles. At about 10 minutes into the mission, primary objectives should be achieved. You may have some missiles left. At this time, four Rebel freighters will arrive about 12 km away. Save the first at F5. The Imperial Strike cruiser *Arjun* will arrive about 6 km away. Save the *Arjun* at F7.

The combat utility vehicle won't launch from the *Arjun* until you have launched all your warheads, but luckily there are more targets on the way: Some Rebel Y-wings, fresh from hyperspace.

Put laser and shield recharge rates to maximum to better match speeds with the Y-wings, and start launching missiles in dual-fire mode.

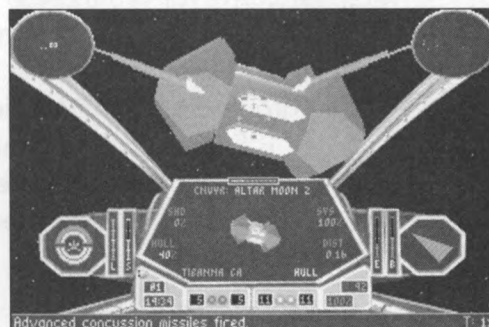
When the Y-wings are destroyed, fire any remaining missiles at the nearest freighter. Now the utility tug will launch from the *Arjun*. Engage the SLAM and head back to rendezvous with the resupply tug. Set all recharge rates to maximum while the tug replenishes your weapon supply. Exercise caution when approaching the utility vehicle so you don't collide with it.

Go back in and destroy the rest of the freighters; several more cargo vehicles will enter the area, including a pair of container transports and three cargo ferries with four B-wings escorting them. Target the nearest B-wing, switch to dual-fire missiles, and



Destruction of a Y-wing.

Mission Note: When reloading your missiles, you can disengage and begin flying as soon as the warhead counters begin incrementing. (*Explanation: It takes only seconds to load the new weapons on board, but the linking of the computer that displays launch array status takes longer. However, if the resupply vehicle is destroyed during this process, the reload link will be severed and no more warheads will be available.*)



Missile attack on a modular conveyor.

turn to engage. Shoot quickly, then fire a third missile to finish it off. Take out the rest of the B-wings using three missiles each.

Now fire a single rocket at the first container transport, and also use a rocket on each of the modular conveyors. You may want to engage the SLAM and shoot at high speed from close to the container transport so its guns can't intercept your rocket.

Four more freighters will arrive as you finish off the modular conveyors with missiles.

A Rebel Frigate arrives, and you'll want to take it out quickly. Fire off six rockets at the Frigate, then use dual missiles in combination with the beam weapon to take out the A-wings. Next, attack the X-wings. Once the X-wings are destroyed, finish off any remaining freighters. In some cases, the freighters are armed and in such tight formation that you may be able to fool them into firing on each other by flying between them.

The mission should take around 21 minutes if executed smoothly, and you may have missiles left over, especially if you save missiles when attacking the tugs and shuttles, which don't have shields.

Debriefing

Primary Goals: Destroy all container I's
AND

Destroy all shuttles

Destroy X7 factory Organarms

Secondary Goals: Freighter group Atrivis Day must be destroyed

Freighter group Rim Runner must be destroyed

Modular conveyor group Altar Moon must be destroyed

Container transport group Kempman must be destroyed

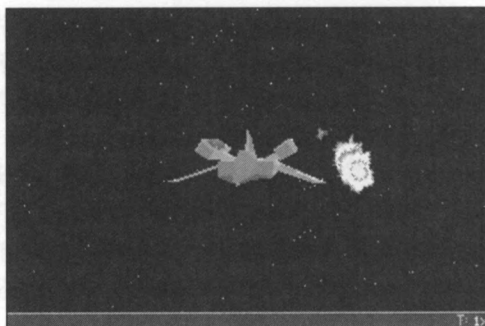
Bonus Goals: Y-wing group Red must be destroyed for 1000 pts

B-wing group Gold must be destroyed for 2000 pts

Nebulon B Frigate *Dahome* must be destroyed for 3000 pts

A-wing group Blue must be destroyed for 5000 pts

X-wing group Red must be destroyed for 4000 pts



Finishing off the B-wings.

Missile Boat Mission 2

Anti-warhead Defense

Learn to defend against a multiple warhead attack. Use the missile boat's SLAM and dual warhead launchers to intercept incoming bombs and rockets and destroy the enemy craft. Your mission is in several stages. First, you must defend a container transport engaged in a docking mission with a VIP shuttle. Attacks will come in waves from several types of ships. The first attack involves nine armed transports. TRN *Samol 1* is near its weapon release point, so you must hurry to intercept. Later, more enemy craft will attack, including some Imperial traitors in assault transports and TIE defenders.

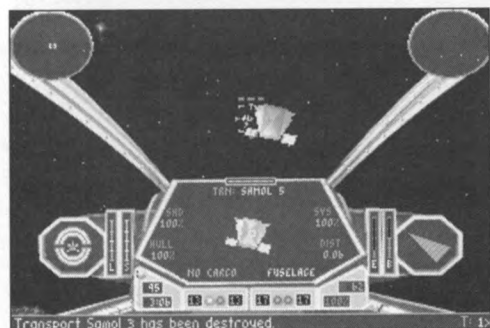
Mission Analysis

Once you enter the mission, go to the map and save the *Silver Bull* at F5. Save the SpecWar facility at F6, and save TRN *Samol 1* at F7. Return to the action and start your SLAM to gain speed; switch to single torpedos and fire one at *Samol 1*. (Watching *Samol 1* in the threat display, you can watch the transport launch space bombs.) Next, target *Samol 4*, just behind *Samol 1*, and fire another torpedo. Don't wait to see them hit, but switch immediately after launching. Follow this procedure against *Samol 7*, *Samol 6*, and the rest of the transports. Now go back to the map and target the space bombs that have already been launched. If you launched your torpedoes quickly enough, none of the space bombs should be more than 2.5 km away.

Take out the space bombs using single fire missiles. When you've fin-

Mission Notes: Leaving the last transport until you're completely ready is not a bad idea, since destruction of that transport will trigger the arrival of the first wave of Rebel starfighters. By delaying the destruction of this last transport, you give the *Silver Bull* more time to complete its mission. Waiting until about eight minutes have passed on the mission clock, before destroying the last transport will give the *Silver Bull* time to get into position for its rendezvous with the SpecWar facility shuttle.

Also, once you get any flight group down to its last craft, you may want to finish it off with cannons, taking your time and preparing for the arrival of the next flight group. Four hits from your cannons is generally enough to cause an attacking craft to abort its attack run and come around for another try.

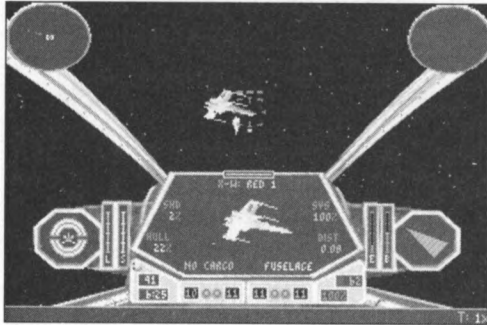


Going after TRN *Samol 5*.

ished with the space bombs, check to see that all your torpedoes hit. If any of them miss, follow up with another attack using another torpedo, or, preferably, take them out with your laser cannon to conserve missiles.

Once the last transport is destroyed, four Y-wings enter the area. A single torpedo will take out a Y-wing. Since torpedoes are slower than missiles, it's a good idea to save your missiles; faster, more maneuverable craft will be following the Y-wings. You may also want to use torpedoes against the X-wings which follow the Y-wings, even though the X-wings are better at evading. Pay special attention to any rockets that get launched from these Rebel craft. Immediately switch to missiles and take out any rockets, no matter what else is happening.

Finally, after the X-wings, six B-wings come in. B-wings are tough. The *Silver Bull* should be heading for its hyperspace point, but it is still quite vulnerable, so be sure nobody

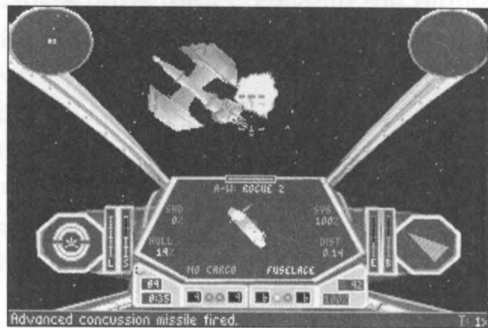


Targeting X-W Red 1.

gets close enough to be a threat. Target the B-wings and engage your boosters. Take out the B-wings quickly using three missiles each, or a missile and a torpedo. Using three missiles is faster, and you need to move very fast to get them all before they destroy the *Silver Bull*.

Once you've killed half the B-wings, a pair of A-wings will appear. If you've given the *Silver Bull* the time it needed at the start of the mission, then the A-wings will attack you. There is more than one way to take on the A-wings. You can use the faster missiles, or use the SLAM and the beam weapon simultaneously, and hit the A-wing with a torpedo while it's trapped in the beam.

Once the B-wings and the A-wings are all taken care of, a pair of assault transports and TIE defenders will arrive. Use a pair of missiles on each T/D, or use the A-wing strategy on them. The ATRs can be destroyed with a pair of torpedoes each. Watch that they don't sneak past you while you're engaged with the T/Ds.



Firing a missile at A-W Rogue 2.

It should take about 16 minutes to achieve all the mission goals if you follow this strategy perfectly.

Debriefing

Primary Goals: Destroy all transports

Container transport *Silver Bull* must survive

X7 factory SpecWar Fab must survive

Secondary Goals: Container transport *Silver Bull* must be boarded

Shuttle *Aluma* must complete docking

Y-wing group Gold must be destroyed

X-wing group Red must be destroyed

B-wing group Blue must be destroyed

A-wing group Rogue must be destroyed

Bonus Goals: Container transport *Silver Bull* must complete mission*

Shuttle *Aluma* must complete mission for 100 pts

Assault transport group Z-Omega must be destroyed*

TIE defender group Z-Alpha must be destroyed*

* In the first release of *Defender of the Empire* completing these bonus goals gained no points, but in future releases, they will be worth 1000, 500, and 1000 points respectively.

Missile Boat Mission 3

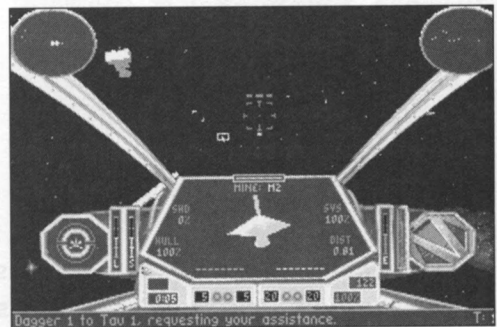
Disabling Minefield

Clear a Rebel minefield surrounding two disabled Imperial corvettes. The type B mines are equipped with ion cannons to disable any enemy craft that get within range.

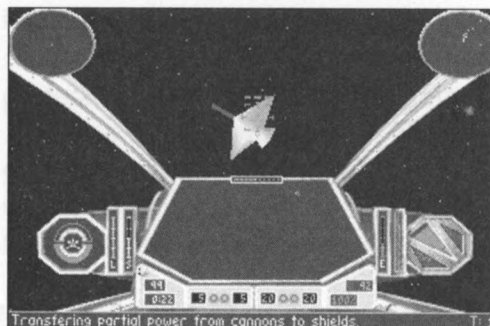
Mission Analysis

You have one wingman in your flight group, and your missile boat is equipped with twenty advanced missiles and ten space bombs.

As you arrive in the area, you will notice that the two corvettes have just been disabled by the mines. There's a minefield to the right and another to the left. Each corvette has been trapped by one of the minefields.



Targeting a mine at the start of the mission.



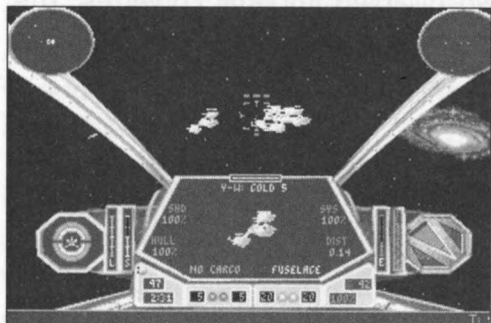
Close up view of a mine.

Also note that any laser hit will destroy the mine, even if your lasers are not at full charge.

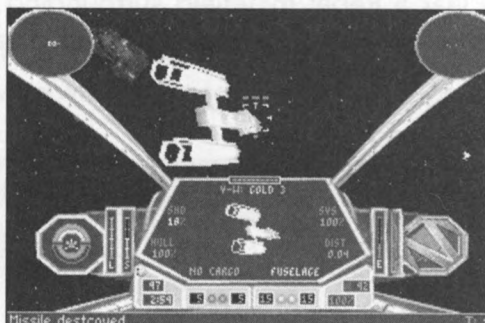
As soon as you have a mine in your sights, fire, then jink or turn to throw off any mines aiming at you. Target another mine and fire. Repeat this procedure, evening out shields as necessary. You will take some hits, so be sure your shields are intact from both sides.

Once you have cleared any mines in your immediate view, press the R key on your console to target the nearest remaining mine. If you're an ace pilot, you can clear this first minefield in about 40-50 seconds.

Head for the next minefield. About the time you've destroyed all but ten of the mines, the Calamari Light cruiser *Planka* will enter the area about 9.5 km away and head in your direction, probably thinking to collect the corvettes. The *Planka* will start launching starfighters almost immediately; five Y-wings from Gold group.



Closing in on a pair of Y-wings.



On the tail of Y-W Gold 3.

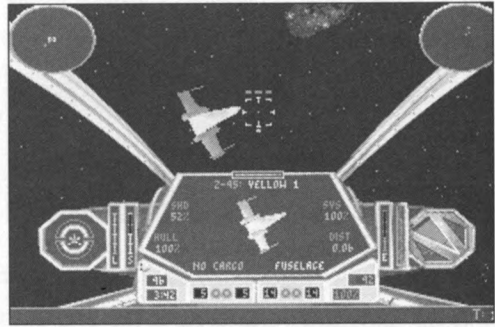
You must turn toward the Y-wings to intercept them. The mines aren't going anywhere, and you want to be sure the Y-wings don't fire warheads at the corvettes. Two Z-95s will also launch to support the Y-wings. Put Y-W Gold 1 and Y-W Gold 2 in memory at F5 and F6 respectively, then put Z-95

Yellow 1 at F7. Switch to dual missiles. At about 2.5 km, you should get a yellow lock on *Y-W Gold 1*. Count to three slowly and fire. Target the next Y-wing, count to three and fire. You're flying on a direct head-on pass, so you should not need to wait for a red lock. If you're quick, you should be able to fire three pairs of missiles as many Y-wings before you get the incoming missile warning. The Z-95s will fire their missiles when they get within range.

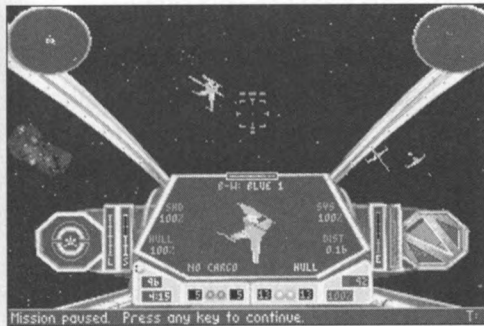
Switch back to single missiles and take out Z-95 *Yellow 1* quickly.

Meanwhile, your wingman may be able to get one of the Y-wings. In any case, it will be up to you to make sure the rest of the Y-wings are blasted.

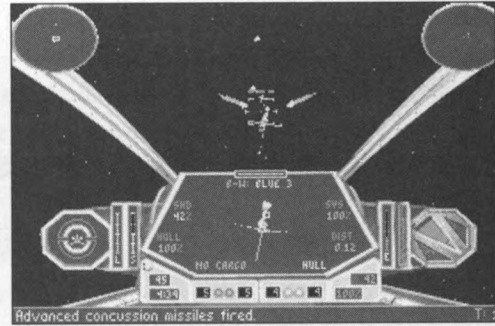
Once you have destroyed all but one of the Y-wings, finish that last one off with lasers. You needn't be in a hurry at this point, since in all likelihood destruction of the last Y-wing will result in the launching of another wave.



Z-95 Yellow 1

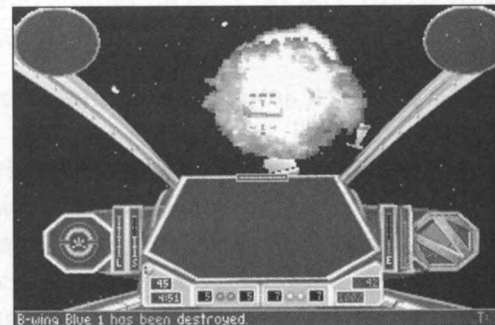


B-W Blue 3 firing torpedoes.

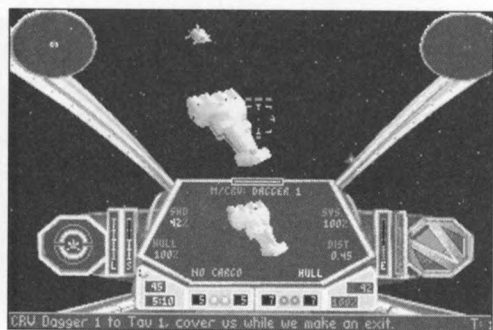


Firing dual missiles at B-W Blue 3.

Four B-wings will launch from the Light cruiser about this time. Order your wingman to attack B-W *Blue 1* while you go after B-W *Blue 2* with dual missiles. The B-wings are after the two stricken corvettes, so they are on a direct course toward the CRVs, and the minefield, if it hasn't been destroyed already. Use three missiles to take out a B-wing. After



Destruction of B-W Blue 3.



CRV Dagger 1 getting ready to escape

you destroy *Blue 2*, take out *Blue 3* and *Blue 4*. Fire two missiles at *Blue 4*, then finish him off with lasers. If your wingman hasn't destroyed *Blue 1*, you must come to his aid and finish off the last B-wing using lasers.

You will have additional company in the form of A-wings *Red 1* and *Red 2*. They will fire missiles at you. You may have to finish *Blue 1* with missiles, and then engage the A-

wings. You may have to take out *Red 1* with dual missiles. Without a beam weapon, it isn't easy to get a lock on the fast-moving A-wing, but it can be done. Using missiles is your best chance to take out the A-wing quickly.

A-W *Red 2* will go after your wingman, who by this time may have finished clearing the minefield. ATR Omega will enter the area when the minefield is completely cleared. Check the map frequently and watch out for the arrival of X-wing group Blue, who will go after the corvettes. If any ships get past you and threaten the corvettes, use your overdrive boosters to gain speed and catch up with them, using missiles as soon as possible.

Once all the A-wings and the X-wings are gone, and the minefield is destroyed, your wingman will automatically go after the *Planka*. Your missile boat is equipped with a load of ten space bombs, so you should join your wingman and try to destroy the Rebel cruiser. Get in close and fire all your space bombs.

Keep an eye out for two shuttles that will appear, *Lacoda 1* and *2*. These evacuation shuttles may be carrying important personnel. Inspect the two shuttles, then take them out.

By this time, both corvettes should be repaired. If you've flown very efficiently, you should be about 9:30 into the mission. Your mission completion message will come soon, when both corvettes have successfully jumped into hyperspace.

If you stick around in the area after you've completed the mission, more Rebel craft will appear. If you want to gain more experience and bonus scores, you can stay and dogfight the arriving starfighters. Three X-wings from Yellow group will enter, followed by more groups of X-wings and A-wings. Each group consists of three craft that will enter sequentially. You will gain 500 bonus points for each flight group you destroy.

Summary

You must stop the Y-wings, the B-wings, and the X-wings. These are the craft that target the corvettes.

When attacking the Z-95s, try to leave one alive. The A-wings will not enter until both Z-95s have been destroyed. Neither the A-wings nor the Z-95s are too great a threat to you. They are equipped with ordinary missiles, so you can absorb a hit and rebalance your shields.

Check the map frequently to make sure no threat gets by you.

Debriefing

Primary Goals: M/CRV group Dagger must complete mission

Mine group M2 must be destroyed

Bonus Goals: Lt. Calamari cruiser *Planka* must be destroyed for 6350 points

Shuttle group Lacoda must be destroyed for 2600 points

X-wing group Yellow must be destroyed for 500 points

X-wing group Gold must be destroyed for 500 points

A-wing group Yellow must be destroyed for 500 points

A-wing group Red must be destroyed for 500 points

A-wing group Blue must be destroyed for 500 points

A-wing group Gold must be destroyed for 500 points

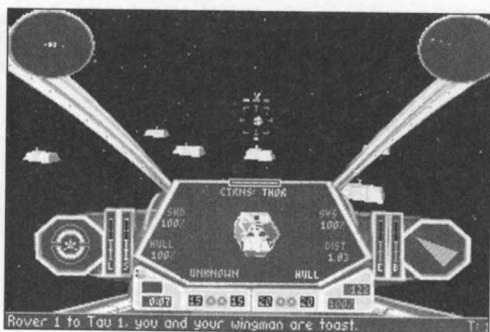
Missile Boat Mission 4

Missile Boat vs. TIE Defender

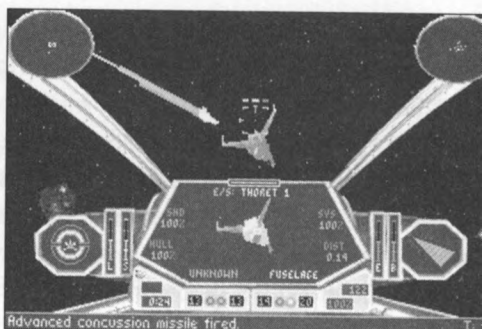
The missile boat was designed to counter the TIE defender. With its large complement of warheads, its beam weapons, and its SLAM overdrive, it is a formidable weapons platform. In this mission, you get to see how effective it is against the T/D. You are the flight leader in a two-ship missile boat group. Your craft is armed with 40 advanced missiles and 30 advanced torpedoes. Most of the T/Ds are parked and should be easy targets. And if you believe that we've got some lovely swamp land on Bampa'k IV you might like. . . .

Mission Analysis

Check the map immediately and notice that there are eight containers with eight T/Ds. Four defenders are from Baker group, the other four are from Charly group. To the left is a group of active T/Ds headed toward you; these are *Rover 1* through *4*. There's also a container transport called *Thor*, which quickly launches an escort shuttle. After launching the shuttle, *Thor* begins to head out of the area.



Targeting CTRNS Thor.

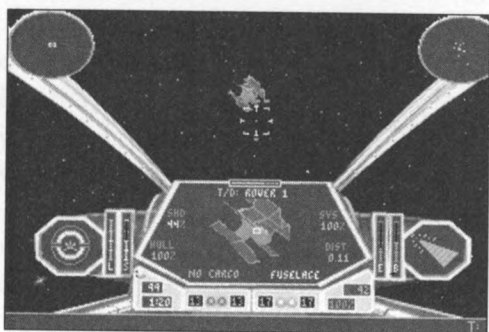


Firing missiles at E/S Thoret 1.

As soon as you leave the map screen, target the nearest of the active T/Ds and order your wingman to attack.

One of the bonus goals of this mission is to destroy container transport *Thor*, and you will have to head out after it immediately if you hope to accomplish that goal. *Thor* will drop three shuttles before leaving the area in 60 seconds. The shuttles carry pilots for the parked T/Ds, so to avoid battling twelve active defenders instead of only four, reduce *Thor* and any shuttles to debris as soon as possible.

Fire four advanced torpedoes at *Thor* as soon as you can, destroying it.



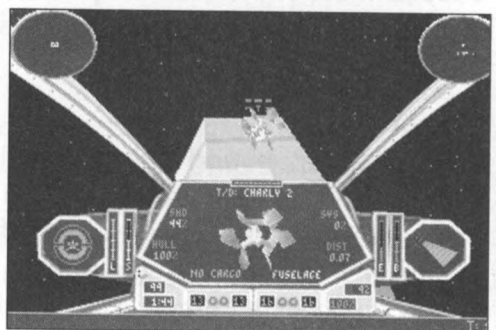
Holding a T/D in the beam; ready to fire.

Rover group, go after the parked T/Ds, which will not show up as active threats. Switch to lasers and use the T key to target each defender. Meanwhile, recharge your beam weapon, just in case.

You should be able to destroy all eight TIE defenders quickly, since there is no opposition.

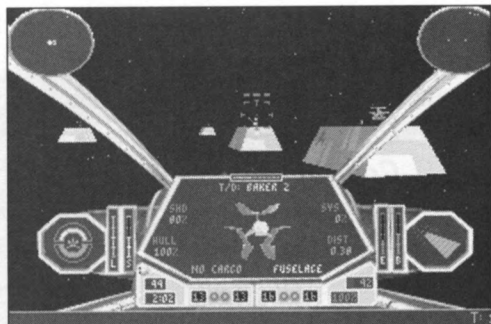
Then switch to dual missiles and take out any shuttles that have been launched. Once this is accomplished, none of the parked T/Ds will become active.

Now hit the R key and head back toward T/D group Rover. Use dual missiles and the beam weapon to take them out. Once you've destroyed all four defenders from



Target practice on T/D Charly 2.

Once all eight remaining T/Ds are destroyed, your primary goals will have been completed. About 10 seconds after you've completed your primaries, M/CRV *Holdon* and two CRVs *Xtram* will enter the area. You can stick around and fight these corvettes if you wish. You will want to inspect containers *Domm* and *Duce*, then destroy them to gain secondary and bonus goals. Destruction of the special (crew quarters) container from *Domm* group triggers the arrival of Imperial Strike cruiser *Yllama*.



More target practice.

Fire four advanced torpedoes at each of the corvettes to take them out and gain extra points.

If you want to stick around, the Strike cruiser will launch quite a few additional starfighters to battle for extra points.

Summary

Hit the R key and send your wingman after T/D *Rover*. Fire four torpedoes at container transport *Thor*. Finish off any shuttles that have been launched, using two advanced missiles for each. Take out the four T/Ds from *Rover* group using beam weapon and dual missiles. Do not destroy containers until all eight parked T/Ds have been destroyed. Go after the corvettes with advanced torpedoes, if you have enough left. Inspect, then take out the containers. Stick around and fight the Strike cruiser and its starfighters if you want some additional challenge. You can leave the mission at any time, though. All your goals are completed.

Debriefing

Primary Goals: All TIE defenders must be destroyed

- TIE defender *Baker 1* must be destroyed
- TIE defender *Baker 2* must be destroyed
- TIE defender *Baker 3* must be destroyed
- TIE defender *Baker 4* must be destroyed
- TIE defender *Charly 1* must be destroyed
- TIE defender *Charly 2* must be destroyed
- TIE defender *Charly 3* must be destroyed
- TIE defender *Charly 4* must be destroyed
- TIE defender group *Rover* must be destroyed

Secondary Goals: Container A group Domm must be destroyed

Container A group Duce must be destroyed

Bonus Goals: Container A group Domm must be inspected for 1300 pts

Container A group Duce must be inspected for 1300 pts

Container transport *Thor* must be destroyed for 500 pts

Corellian corvette group *Xtram* must be destroyed for 150 pts each

Z-95 Headhunter group Purple must be destroyed for 150 pts

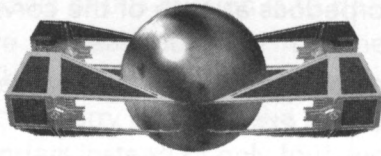
R-41 Starchaser group Gray must be destroyed for 150 pts

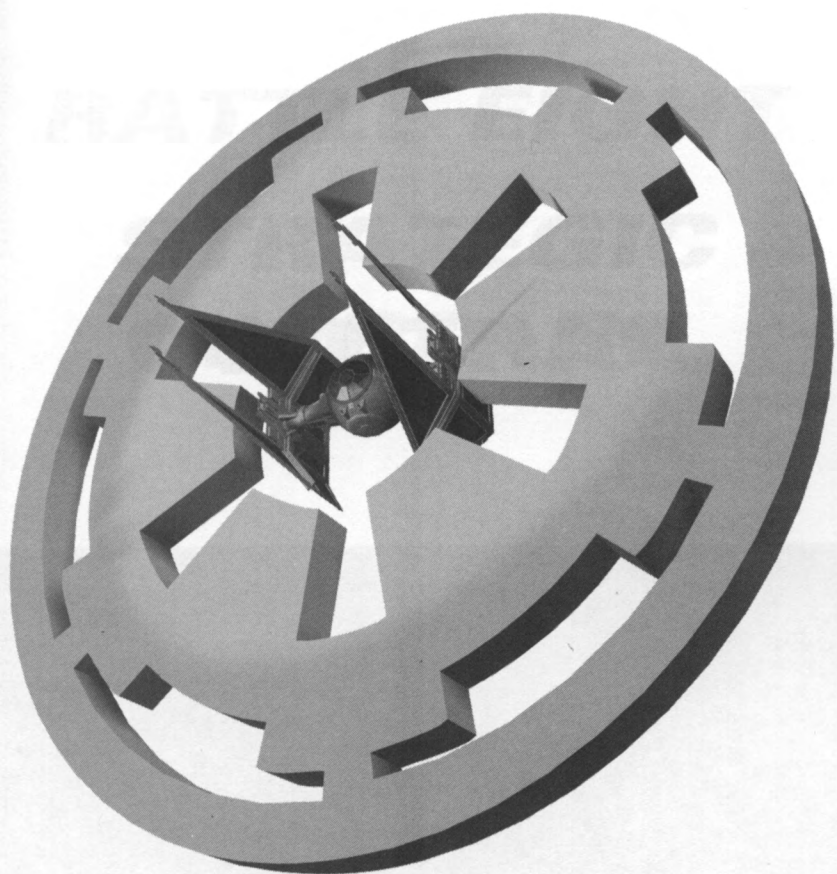
R-41 Starchaser group Blue must be destroyed for 150 pts

TIE Advanced group Blue must be destroyed for 150 pts

TIE Advanced group Red must be destroyed for 150 pts

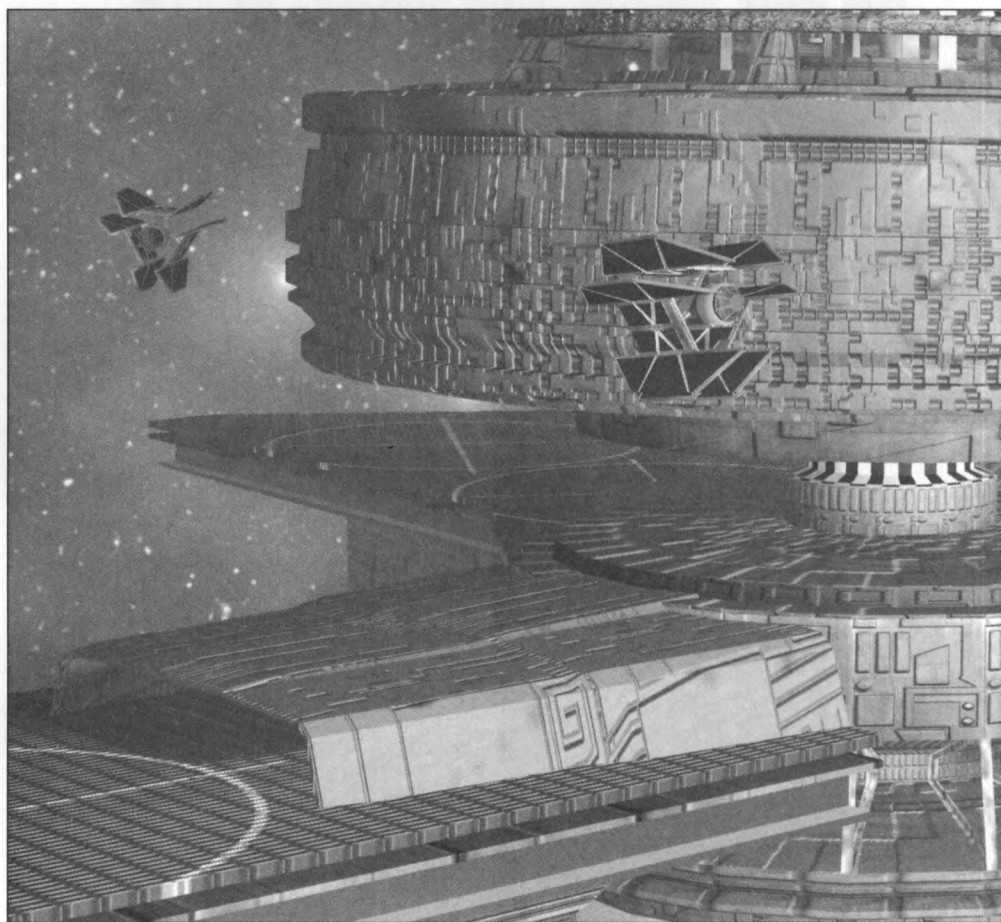
Strike cruiser *Yllama* must be destroyed for 5200 pts





PART TWO

PART TWO



BATTLE EIGHT
STRATEGIC
WARFARE

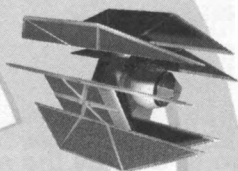


Battle Eight

Strategic Warfare

Mission 1

Evacuate TIE Advanced Plants



Mission Briefing

The traitorous Admiral Zaarin has launched an attack on the TIE advanced plants at Omar. We have important personnel working at those plants, and their recovery is of paramount importance. Saving the plants, while desirable, is impossible. You will provide escort for the evacuation of the plants and see that our rescue craft remain safe from attack. Two of the three plants have mostly been evacuated. However, all the personnel at Omar 1 are still awaiting rescue. You will fly a TIE defender equipped with eight advanced missiles.

After-Action Report

I was the flight leader in a three-ship group of TIE defenders. My T/D was armed with eight advanced missiles. There were no orders from the Secret Society.

As I came out of hyperspace, I noted the positions of the three TIE Advanced plants, Omar 1, Omar 2, and Omar 3. Checking the Inflight Map, I looked for enemy craft. I found M/FRG *Raptor* heading toward

Mission Note: In this mission, use the map frequently to find any TIE Bombers that have slipped by you. It is critical that you intercept these T/Bs.

Omar 2. It had already launched TIE Bombers, which were headed toward Omar 3, and the situation looked bad for the third plant.

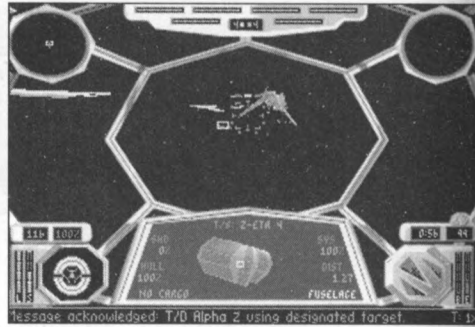
I set my lasers to maximum recharge and transferred energy to my shields. Then I targeted T/B Z-Beta 3 and headed toward the Bombers. I was too far away, however, and still about 7 km out when they launched a salvo of space bombs. I knew Omar 3 was doomed. At about 34 seconds into the mission, the *Raptor* launched five more Bombers, and, hitting the Z key on my console, I discovered that their target was Omar 1. I ordered my wingmen to attack Z-Eta 5, then switched to another Bomber and fired a single advanced missile at it. I was taking some fire from the M/FRG, but I went in to destroy the rest of the Bombers with my cannons. The Bombers obliged by staying in a nice tight formation. With no fighter escort, they made easy targets.

I was reminded of one my favorite strategies against attack groups like this one. I fall in behind the pack, targeting the leader's craft, then lock on with a missile. Because the leader is ahead of the others, you can fire a missile and have a good chance of hitting one of the other craft. You keep the red lock on the leader and fire until he gets hit, then mop up the rest.

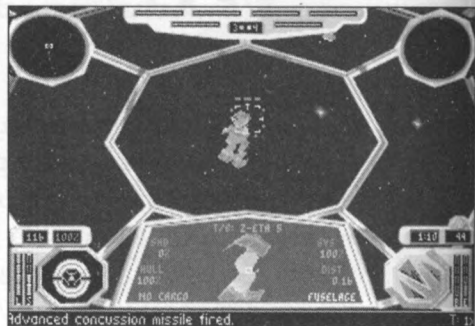
In this mission, however, I didn't have many missiles, so I destroyed this flight group with cannons instead.

About 1:30 into the operation, T/B group Z-Gamma launched and I went after them. One bit of advice: If you attack a tight formation and one of the Bombers veers off after taking some TIE hits, finish him and then return to the

Mission Note: The Bombers from Z-Beta group will destroy Omar 3 and head back to their mothership. There is nothing you can do about it, so don't bother with them at all. Head toward the *Raptor* and intercept group Z-Eta and then Z-Gamma, etc. It's critical that you take out all the T/Bs as quickly as possible.



Targeting T/B Z-Eta 4.



Firing on T/B Z-Eta 5.

evade it. I got hit anyway and lost some shields, which I rebalanced while targetting the nearest T/A. He was too close, but his wingman was about 1.9 km away. I switched to dual missiles while evading the one on my tail, and took more hits to the rear shields, but I got my red lock and fired at Z-Zeta 2.

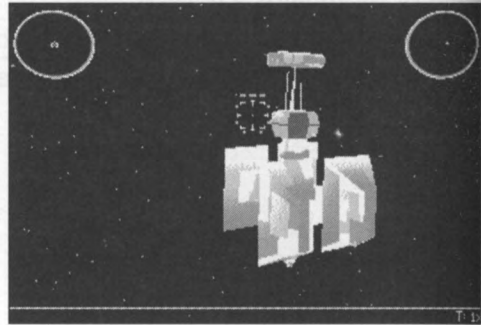
A quick check of the map showed that there were no more Bombers in the area. Omar 1 was safe for the moment. Now it was time to take on the remaining TIE Advanced. I requested my wingmen to cover me, but there were none left. I was on my own. I flew toward Omar 1, luring the remaining T/A with me. He was annoying me, but I wanted to get away from the *Raptor* before taking him on. Once I was a safe distance from the *Raptor*, I turned on him and shot him with cannons in quad-fire mode. It took a few hits, but when all four shots connected, his shields went down quickly and it didn't take long to destroy him. Once that was taken care of, I decided to move back toward Omar 1. Unfortunately, the *Raptor* was doing the same, and I wasn't going to be able to stop a modified Frigate by myself without more missiles or bombs or something. . . .

The last of the evacuation craft, a Coreellian transport called *Timber*, was coming in to dock with Omar 1 and take the refugees to safety. The *Raptor* was coming closer, but it looked as if the *Timber* might complete its mission, despite six new transports from Zaarin's forces which arrived on either side of Omar 1. I stuck close to the *Timber*, escorting her to her jump point and making sure nobody attacked. It was too late for Omar 1, but my mission was to make sure all the evacuating craft were safe.

At about 14:15 on the mission clock, I got the mission complete message. *Timber* had jumped out. I stuck around for a few more seconds, watching the destruction of Omar 1. There was nothing I could do. This was a major victory for the traitor Zaarin. I headed home.

Summary

Use the speed of your craft to your advantage. Stop the TIE Bombers as soon as they launch from the *Raptor*. Even if you get too close and take a couple of hits, you can rebalance your shields and keep after the Bombers. Nobody else is shooting at you at the moment. Take the Bombers out as



Docking operation at Omar 1.

quickly as possible. Use a missile as you close in, then finish them with lasers. Use the map often to be sure no T/Bs get by you. Use missiles for any that do. T/B groups Z-Eta and Z-Gamma are each carrying heavy bombs: These are the most dangerous. The other Bomber groups are carrying advanced torpedoes. There is no way to save any of the plants. T/B Z-Zeta carries advanced missiles and targets you, so watch out for them as well.

Debriefing

Primary Goals: Corellian transport *Timber* must complete mission

Corellian transport *Hut* must complete mission

Corellian transport *Libro* must complete mission

Freighter *Subcom* must complete mission

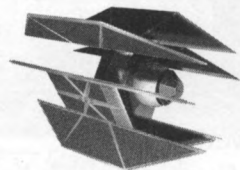
Freighter *Teal* must complete mission

Container transport *Nomme* must complete mission

Bonus Goals: Nebulon B-2 Frigate *Raptor* must be destroyed for 6000 pts

Mission 2

Save TIE Advanced Factory



Mission Briefing

TIE Advanced hyperdrive manufacturing plant ZA-13 was under Zaarin's control, and now his forces are looting and destroying the facility. Your mission is to stop any craft from escaping with materials stolen from the factory. You and two wingmen will fly in TIE defenders. Your craft will carry six torpedoes. Be on the lookout for Zaarin's starfighters and remain especially watchful for other TIE defenders.

Secret Orders

The Emperor would prefer that you disable any cargo craft and allow us to retrieve their contents, including their ship's log. Once we have what we want, proceed with your mission and destroy them.

After-Action Report

I was the flight leader in a three-ship group of TIE defenders. I chose to take advanced torpedoes on this mission in place of the regular tor-

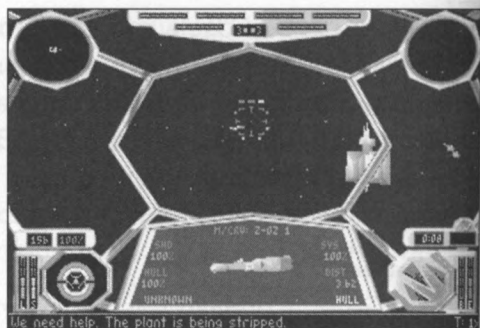
Mission Note: This mission is tricky. It's easy to achieve the primary goals by destroying various enemy ships and saving the factory. The difficulty in this mission lies in achieving these goals and also achieving the secondary and bonus goals, which involve inspecting and boarding some of these craft. The mission description provided here presumes that you want to achieve all these secondary goals as well.

pedoes. As I entered the mission area, I charged up my power levels and targeted CRV Z-Oz 1. What happened next was very involved. First, I told my wingmen to attack the CRV. Then I targeted Z-Oz 2 and headed in its direction, switching to the nearest starfighter threat with the R key on my console. T/F Z-Delta 1 and I had a close pass, and I destroyed him before retargetting Z-Oz 2. I fired three advanced torpedoes at him from a range of more than 2 km. If I had gotten any closer, he would have started firing turbolasers at me and might have hit my torpedoes. I switched to Z-Oz 1 to see his condition. Once he was weakened, but before he was destroyed, I ordered my wingmen to ignore him (Shift-I). Then I went in with ions and disabled both corvettes.

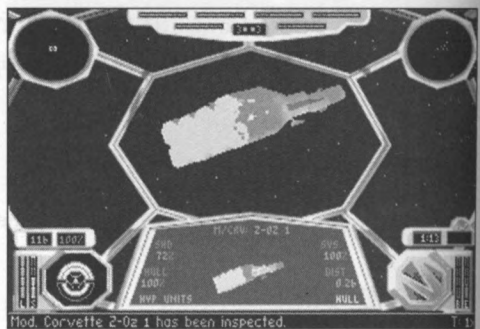
Somewhere in all this a TIE Advanced from Z-Alpha appeared and went after me, but I ignored him and kept after my mission goals. He was carrying ordinary missiles, and I figured he would be replaced if I destroyed him. I'd deal with him later.

Once the corvettes were disabled, I targeted modular conveyor *Cod 1* and sent my wingmen after it. I then targeted *Cod 2*, firing two torpedoes at him and knocking his shields down. (As I passed by *Cod 1*, I took a few shots with my canons, but my current target was *Cod 2*.) I used ion cannons to disable *Cod 2*, then checked on the condition of *Cod 1*. Shields down. I told my wingmen to ignore (Shift-I) and moved in to disable *Cod 1* as well.

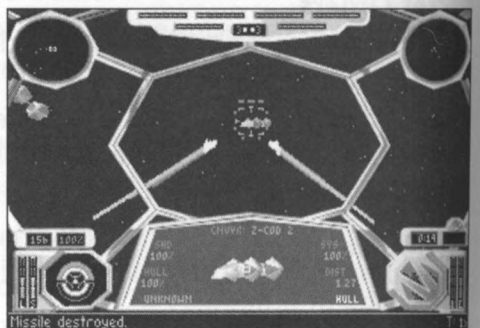
All that remained was the Corellian transport *Coral*. By this time there were all kinds of craft in the area. ATRs of Tiger group were boarding the corvettes, while shuttles *Sigma 1* and *2* were boarding



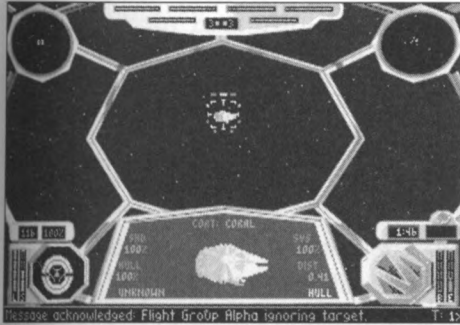
Targeting Z-Oz 1.



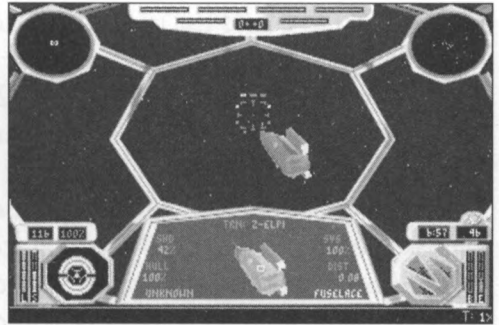
Disabling Z-Oz 1.



Torpedo attack on Cod 1.

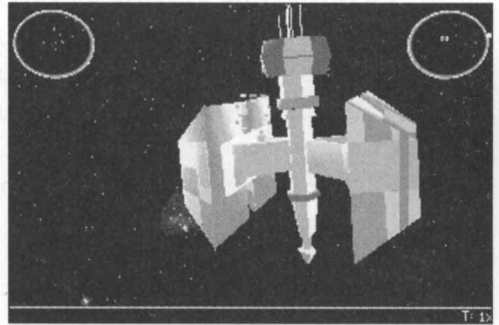


Telling wingmen to ignore *CORT Coral*.



TRN Z-Elpi

the modular conveyors. I told my wingmen to ignore the *Coral* and to cover me (as I was still being pursued by TIE fighters and the lone T/A) and I went after the *Coral* myself using ion cannons. The TRN launched a missile at me, but it wasn't an advanced design so I let it hit me. After the impact, I rebalanced and recharged my shields. Once the *Coral* was disabled, shuttle *Sigma 3* arrived with a boarding party.



Closeup of X7 factory ZA-13.

After each ship was successfully boarded and abandoned, I destroyed it, achieving my primary mission goals. When CRV Z-Oz 1 was destroyed, it launched a transport, *Z-Elpi*, and I inspected it. *Z-Elpi* was carrying officers, so I disabled that craft as well. Another T/A of Delta group had joined the attack, but I didn't bother with him yet.

Mission Note: At about 1:45 into the mission, a T/A from Z-Alpha group is launched and attacks you. If you destroy this one, another will take its place, so it's best to ignore it. Also, once one of the freighters is boarded, another T/A, this one from Delta group, is launched and attacks. Again, it's best to ignore this one since destroying it triggers the launch of two T/As from Z-Zeta group.

Once all the boarding operations had been carried out successfully, I turned my attention to the remaining starfighters. All my mission goals were completed, and I was just mopping up before heading home.

Debriefing

- Primary Goals: Modular conveyor Z-Cod 1 must be destroyed
- Modular conveyor Z-Cod 2 must be destroyed
- Corellian transport *Coral* must be destroyed

M/CRV group Z-Oz must be destroyed

X7 factory ZA-13 must survive

Secondary Goals: Modular conveyor Z-Cod 1 must be boarded

Modular conveyor Z-Cod 2 must be boarded

Corellian transport *Coral* must be boarded

M/CRV group Z-Oz must be boarded

Bonus Goals: ATR group Tiger must complete mission for 2700 pts

Escort Shuttle *Sigma 1* must complete mission for 2700 pts

Escort Shuttle *Sigma 2* must complete mission for 2700 pts

Escort Shuttle *Sigma 3* must complete mission for 2700 pts

Escort Shuttle *Omega* must complete mission for 2700 pts

Modular conveyor Z-Cod 1 must be inspected for 50 pts

Modular conveyor Z-Cod 2 must be inspected for 50 pts

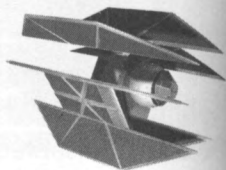
Transport Z-Elpi must be captured for 4000 pts

Corellian transport *Coral* must be inspected for 50 pts

M/CRV group Z-Oz must be inspected for 50 pts

Mission 3

Secure the TIE Advanced Plant



Mission Briefing

You are to provide cover for a mission designed to regain control of TIE Advanced factory ZA-13. You must fly CSP (Combat Space Patrol) over the operational area and protect the assault and boarding craft. Your primary charge is to protect the incoming personnel, as well as to be sure Zaarin's forces don't destroy the factory. You will be flying a TIE defender armed with eight heavy rockets.

After-Action Report

As we entered the area, I headed straight toward the factory. There were no enemies around, so I put all my systems on full recharge. About 10 seconds after we arrived, transport *Java* jumped in and flew past me as she decelerated from hyperspace, also heading in toward the factory.

It was far too quiet for me. I knew it couldn't last, and it didn't. Three



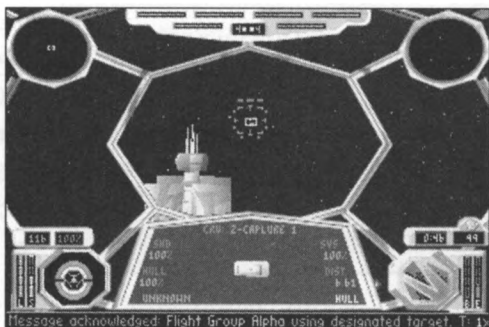
New craft alert, 3 Corellian Corvettes at 10 km

Viewing factory ZA-13 as CRVs arrive.

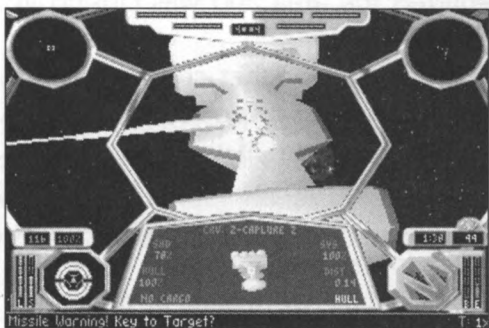
corvettes from Zaarin's fleet arrived escorted by Gunboats Z-Tau 1 through 5. I immediately targeted the first corvette, *Z-Capture 1*, and ordered my wingmen to attack. I was hoping they would get a few rockets off before the Gunboats caught up with us: Two rockets will destroy an unmodified corvette.

I targeted CRV *Z-Capture 2*, reset shield recharge to normal, and went in with laser cannons, aiming for the turrets. These regular issue corvettes only have a top and bottom gun turret, and can easily be rendered helpless. If I could disable the turrets, I could save my rockets for later.

This strategy worked fairly well. The corvette launched a missile at one of my wingmen, *Alpha 2*, and he had to perform evasive maneuvers, but my second wingman, *Alpha 3*, got off two rockets, destroying CRV *Z-Capture 1*. I swung in from above *Z-Capture 2* and shot off its top turret, then looped around and took out the top turret of *Z-Capture 3*. Meanwhile, I was taking some heat from the Gunboats, but I kept my



Giving the attack order on Capture 1.

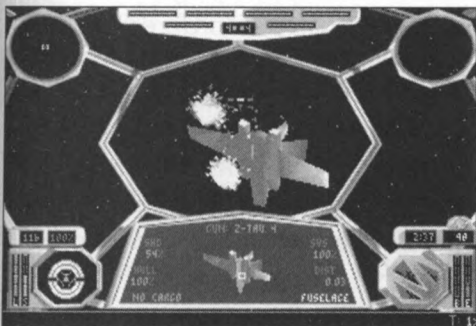


Shooting the turrets of Capture 2.

Mission Note: If your wingmen don't manage to shoot their rockets, you may want to consider restarting the mission. About one time in three, they will get intercepted by the Gunboats before they can fire at the corvette. Also, if you have trouble shooting the gun turrets, try using ion cannons to disable the corvettes, which is also quicker than destroying them.

shields charged up and continued, taking out the bottom turrets of each corvette.

About 3:00 into the mission, three enemy transports from Z-Omega group appeared and targeted the factory with their space bombs. I knew I



Shooting GUN Tau 4.

Mission Note: The cruiser *Gemini* enters the area when two of the three corvettes have either been disabled or destroyed. So the best tactic is to have your wingmen destroy *Z-Capture 1*, then disable the second, and destroy the third.

captured the factory. This left the Carrack cruiser *Gemini*, which had entered the area and was closing in on the facility.

(I had heard that cruisers of this type have a blind spot much like that on the corvette. If you can get in tight and close near the rear engines, they can't shoot at you and you can nail them safely.)

I fired all my rockets at the cruiser from more than 3 km away. I wanted to fire from outside laser range so they wouldn't hit my rockets while aiming at me. The rockets weakened the cruiser considerably, and I was able to go in with my ion cannons and disable it. I took some hits, but I kept my shields balanced and charged, and managed to disable the craft with a sweep along the length of its hull.

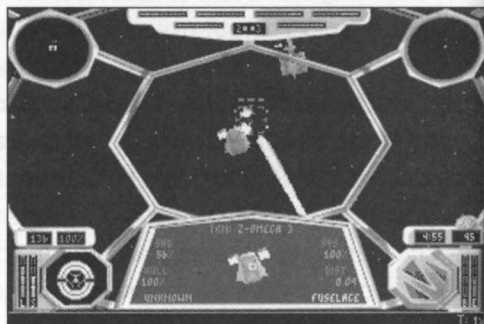
That ended the immediate threat to the factory. Now I helped mop up the remaining Gunboats and an annoying TIE Advanced that had joined the battle.

At 9:50 on the mission clock, the final ship, ATR *Themor 2*, arrived. Once its docking operation was completed, all the primary objectives of the mission had been accomplished. Fifteen seconds after receiving the mission complete message, the ISD *Render* appeared and I was ordered into the hangar.

Mission Summary

To complete this mission, order wingmen to attack CRV *Capture*. Disable *Capture* and destroy *Capture*. Save your rockets. Destroy the three transports from Z-Omega group as quickly as possible, then fire all your rockets at the cruiser *Gemini*. Use ion cannons to disable her, then mop up the rest of the starfighters in the area. That's about it.

would have to stop them immediately. My wingmen were engaged with the Gunboats, so I figured it was up to me. I targeted *Z-Omega 1* first, destroyed it quickly, then took out the other two transports. About a half minute after the arrival of *Z-Omega*, transport *Java* successfully



Going after TRN *Z-Omega 3*.

Debriefing

Primary Goals: Assault transport *Java* must complete docking
 Assault transport group Themor must complete docking
 Shuttle group Sigma must complete mission
 Escort shuttle group Omega must complete mission
 X7 factory ZA-13 must survive

Mission 4

Supply TIE Advanced Plant

Mission Briefing

The Rebels are attacking a supply convoy bound for the recently recaptured TIE Advanced plant, ZA-13. You must fight off the Rebels and keep the convoy safe. You will lead a three-ship group of TIE defenders. Your T/D will be armed with 16 advanced missiles. Be on the lookout for attacks by new Rebel craft entering the area, as well as by any other unfriendly craft, including Zaarin's.

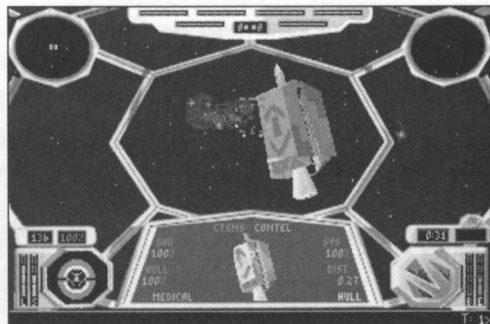
After-Action Report

We jumped into the area and found ourselves immediately in the thick of a battle. Two cargo ferries, *Terry 1* and *Terry 2*, were firing on two Y-wings. Quickly, I targeted the nearest Y-wing and fired, scoring a kill almost instantly. The other Y-wing went down before I could get at it.

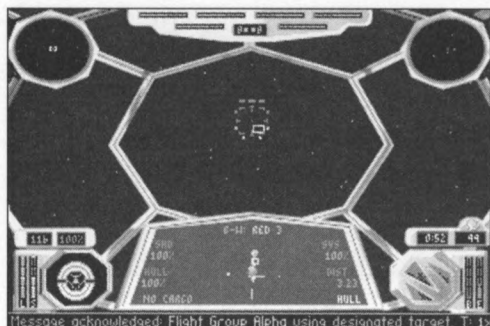
The next-nearest enemy fighter was B-wing *Red 3*, almost 10 km away. I told my wingmen to go after him and headed that way myself, firing two missiles once I was within range before going after the other two B-wings of Red group. A group of Z-95 Headhunters was next. I targeted one of them and ordered my



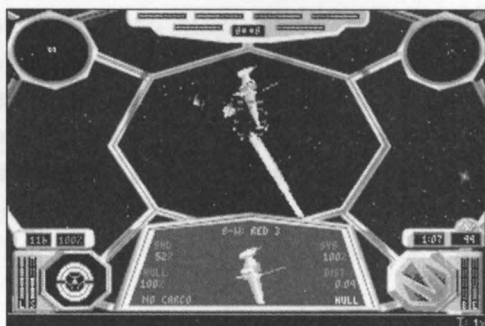
Cargo ferries firing on Y-wings.



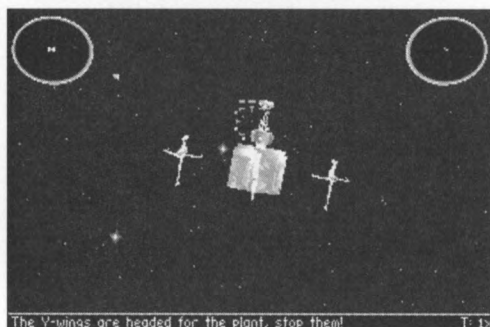
Close up view of a container transport.



Sending wingmen after B-W Red 3.

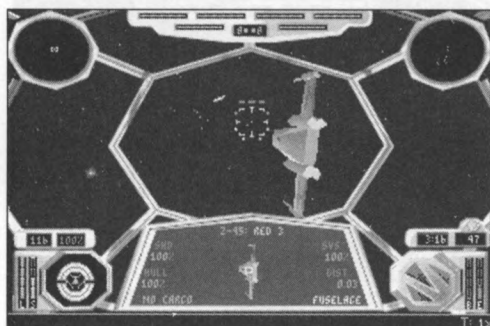


Shooting B-W Red 3.



B-wings attacking factory.

Mission Note: When you reach a lull in the battle, you may have some advanced missiles left, but nobody to shoot them at. However, you may want to reload your craft. If you do want to reload, fire all your missiles off and bring in your resupply ship. Reload now, or immediately after taking care of the next group of Y-wings.

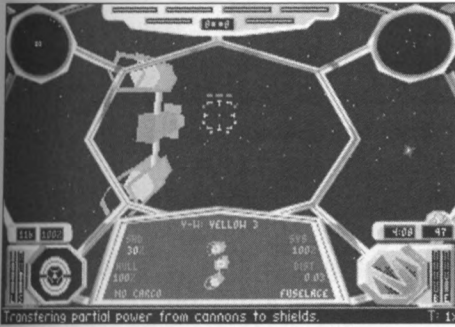


Attacking a Z-95.

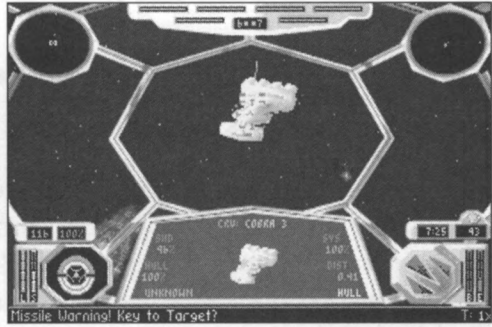
wingmen to attack, then switched my attention to a four-ship group of Y-wings heading our way. I decided to stop them next. I targeted the first two in succession and shot them down with two missiles each; then I went in after the remaining two with lasers. I put my shields and lasers on full recharge to drop closer to the Y-wings' speed.

By this time, B-wing group Gold had entered the area, but they appeared to be attacking the factory. I was more worried about the convoy than the factory, which could withstand a few B-wings. Z-95 group Blue was also in the area, and I started to attack them with lasers. I had four advanced missiles left, but I wanted to save them, just in case.

Then the alert came: Four Rebel Corellian corvettes had jumped in and were headed straight for the factory. I finished a Z-95 quickly, then headed toward the corvettes and began taking their gun turrets out, starting with the bottom ones, then looping back to get those on the top. My wingmen destroyed CRV



Dogging a Y-wing.



Shooting the laser turrets on CRV Cobra 3.

Cobra 3 as I was doing this. Within about three minutes, all three corvettes were disposed of, and I turned my attention back to the Z-95s that remained. This took another minute or so, and then the area seemed to be clear of enemy craft.

About 12 km away, a group of Y-wings entered the area, and I headed toward them. That's when I realized I had no more wingmen. I targeted the Y-wings with missiles in dual-fire mode, and shot the first two that way. Then I finished the others off quickly with canon fire.

After fragging the Y-wings, I headed back toward the factory. I had just fired my last missiles, so I called for a resupply.

At about 15 minutes into the mission, three A-wings appeared and I started taking them out with missiles. At about 17 minutes, I got the mission complete message as the last of the convoy operations was completed. I was still fighting the A-wings. A few seconds later, some X-wings appeared. It was decision time. I could stay and dogfight A-wings and X-wings, or I could head for home. I fought the starfighters a while, then jumped out of the area when I'd had enough.

Debriefing

Primary Goals: X7 factory ZA-13 must survive

Cargo ferry group Terry complete docking

Container transport *Contel* must complete docking

Modular conveyor *Vendor* must complete docking

Modular conveyor group Dromii must complete docking

Bonus Goals: Cargo ferry group Terry must complete mission for 200 pts

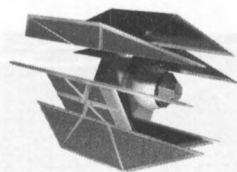
Container transport *Contel* must complete mission for 200 pts

Modular conveyor *Vendor* must complete mission for 200 pts

Modular conveyor group Dromii must complete mission for 200 pts

Mission 5

Capture Mag Pulse Weapon



Mission Briefing

The Rebels used a new weapon in their attack on the Rope 17 convoy. It is called the mag pulse. The Emperor wants to obtain that technology. Consequently, we have followed the fleeing Rebel craft and have discovered the platform where the weapon is produced. You will jump into the area and disable the platform in preparation for our capture and boarding operation. We will recover any mag pulse warheads after the operation is successfully concluded. You will fly as the number two ship in a three-ship group of TIE defenders. Your craft is armed with eight heavy rockets. Along with an expected Rebel counterattack, there are rumors of a new craft that may be employed. Be prepared.

Secret Orders

The Emperor wants prisoners from this mission. Disable any craft that attempt to escape the platform as it falls under Imperial control. We are looking particularly for officers and technicians who worked on the mag pulse technology.

After-Action Report

Our mission was to capture the Rebel base and their new weapon called the mag pulse. This weapon, when fired on a capital ship, knocks all their defensive systems down in one blast. Because the capital ships have much more complex energy systems, they are unable to restore system power without major down time. When fired against a starfighter, the mag pulse knocks out all the lasers, but only for a few moments. The simpler design of a starfighter lets it recover more quickly than the larger, more complex capital ships.

We entered the area and immediately I spotted a Rebel shuttle. I ignored it, however, as our mission was to get that platform disabled as quickly as possible. The shuttle could wait. I ordered my wingmen to attack the platform and fired five rockets at it as soon as I had a lock. By that time, some Z-95s were close to attacking, and I went after them while the

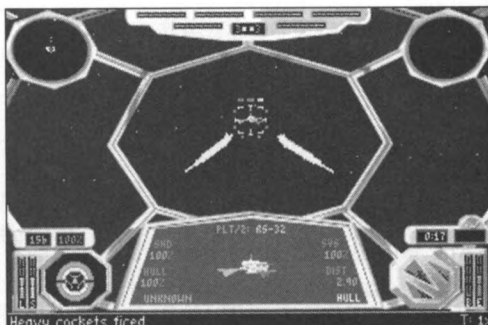


The Rebel shuttle

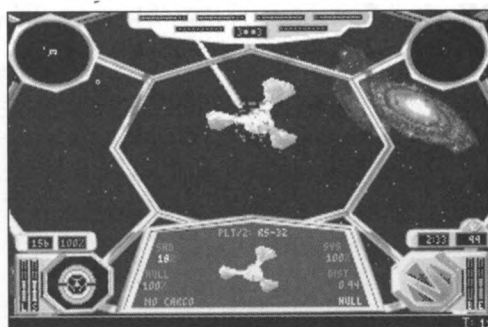
rockets made their way to the platform. My wingmen had also attacked the platform.

I cleared out the Headhunters and then checked to see that the platform's shields were down and my wingmen were using ion cannons to disable it. I joined them, and moments later we were successful. I told my wingmen to ignore the platform, just in case they might get trigger happy. It launched a transport at that moment, and I took off to inspect the TRN, reconfiguring my energy settings for more speed. I disabled the transport with my ions, then returned to the battle. Several boarding craft had been sent in.

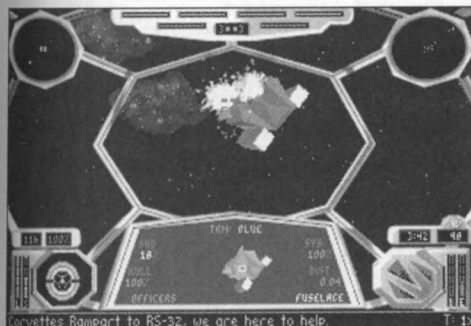
After I had disabled transport *Blue*, I began fighting the X-wings that had entered the area. One of the X-wings hit me with the new mag pulse weapon and all my lasers were drained. I had to maneuver around until they recharged, then I went after the X-wing that had shot me and destroyed it. I noticed two modified corvettes, *Rampart 1* and *2*, and I went in to inspect them. This was one of the tasks that I had to perform for the Secret Society. Finally, I had my wingmen help me attack and destroy the corvettes, using my remaining rockets on them to make the job quick. That accom-



Firing rockets at the platform.



Disabling the platform with ion cannons.



TRN Blue tries to escape.

Mission Notes: If you're coming in a head-on pass at another starfighter, start firing at about 1.8 km. Even though they are out of range at that moment, their speed will bring them into range and you'll get some hits on them before they begin firing.

Also, one of the bonus goals is to inspect the modified corvettes, but you don't have to destroy them. If you disable one or both of them, then the B-wings from Blue group will not appear, so that's a way to keep the odds a little more acceptable.

plished, I went back to the dogfight until the ISD *Sceltor* arrived.

We fought a variety of Rebel craft — T-wings, X-wings, A-wings, and B-wings — but soon the area was clear of enemies and the platform was secured. I had completed all my goals and it was time to go home. The Empire now had the mag pulse technology.

Mission Summary

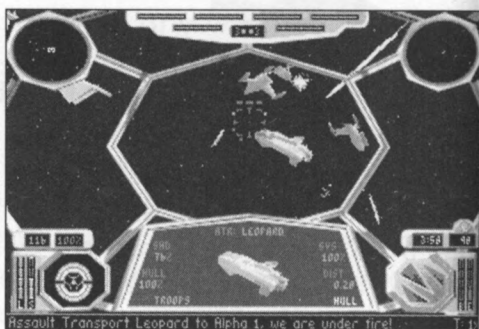
First, fire off five rockets at the platform. Then engage the Z-95s of Yellow group. Once they are taken care of, disable the platform, then tell your wingmen to ignore it. Inspect and disable transport *Blue*, inspect and disable or destroy M/CRVs Rampart, then dogfight all remaining enemy craft until docking operations have been completed and all enemy starfighters are gone.

Debriefing

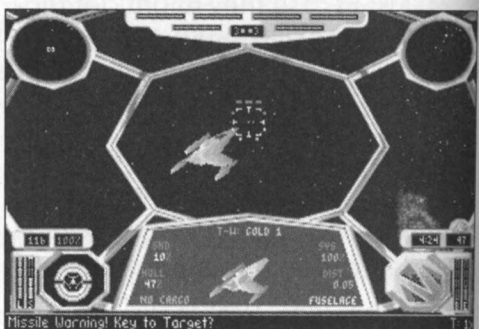
Primary Goals: Assault transport *Leopard* must complete docking
 Transport *Omega 1* must complete docking
 Transport *Omega 2* must complete docking
 Escort shuttle *Sigma* must complete docking
 Platform XQ2 RS-32 must survive

Secondary Goals: Transport *Blue* must be captured

Bonus Goals: Assault transport *Leopard* must complete mission for 100 pts
 Transport *Omega 1* must complete mission for 100 pts
 Transport *Omega 2* must complete mission for 100 pts
 Escort shuttle *Sigma* must complete mission for 100 pts
 Transport *Blue* must be disabled for 250 pts
 M/CRV group *Rampart* must be inspected for 150 pts



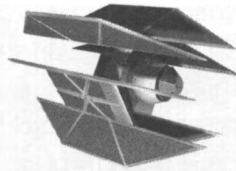
ATR Leopard calling for help.



T-W Gold 1

Mission 6

Trapped



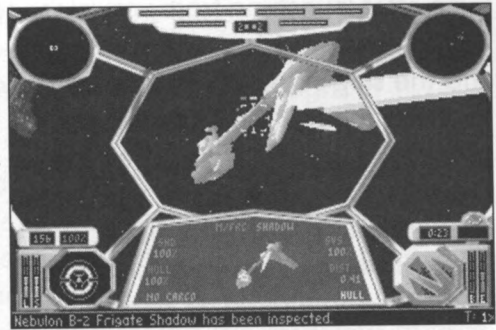
Mission Briefing

Zaarin has sprung a trap and sent an Interdictor cruiser into the area around the Rebel base, trapping our forces there. If Zaarin is successful, he will obtain the mag pulse technology and deny it to the Empire. This must not happen. We have recovered a small supply of the mag pulse warheads. You will use them to disable Zaarin's Interdictor and allow our three remaining TIE Bombers to finish it off. Destroy that Interdictor! You will fly TIE defender *Alpha 1* with one wingman. Your ship will be armed with four mag pulse warheads. Make them count!

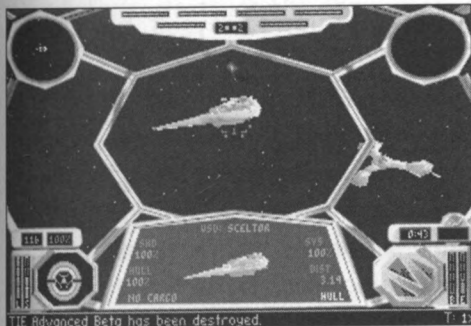
After-Action Report

My ship was equipped with the newly acquired mag pulse technology, and I had four of the armed mag pulse warheads on board. Our mission was to save Admiral Thrawn's VSD *Sceltor* and destroy the Interdictor *Grappler* that had us trapped in this sector of space. We had no other goals.

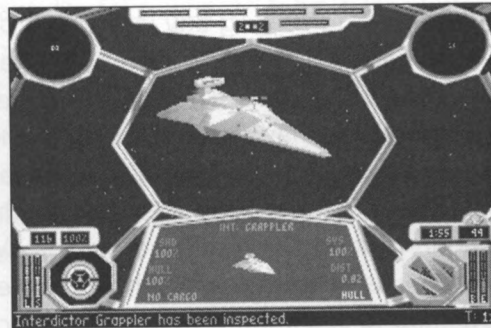
In theory, this was a simple mission. Incapacitate the Interdictor with the mag pulse, then escort Bombers in to finish her off with their rockets. When we launched into the battle zone, however, we were faced with a decision. The M/FRG *Shadow* was threatening our Star Destroyer, but we had a specific mission, so I turned around and headed toward the *Grappler*



The Shadow blasting my ship.



The Sceltor



The Grappler

to deliver my mag pulse payload, ignoring any other threats. I set laser recharge rates to maximum and headed toward the *Grappler*, sending laser energy to my shields as I went. I took a missile in the rear shields before I had a chance to react, and quickly rebalanced my shields and told my wingman to cover me. I put *Grappler* in memory at F5 so I could instantly call it back up in the CMD. I sustained more missile hits, but had no time to avoid them; I was busy keeping my shields up. I took a moment and shot up one of the T/Is dogging me, then turned my attention back to the *Grappler*.

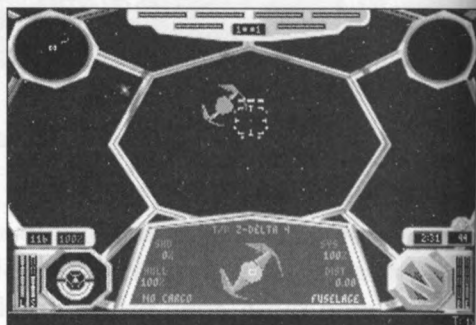
Checking the map, I noticed that a Strike cruiser had entered the area and was going after the *Sceltor* along with some TIE Bombers. I sent my wingman after one of the T/Bs, and then returned to my attack on the *Grappler*, which by this time had launched four more T/Is. I launched a mag pulse warhead from 4 km, but the *Grappler* countered it with an advanced missile. I knew then that I would have to get in close to deliver the blow. Even after launching from very close to the Interdictor, I was worried that the *Grappler* might block my shot with a laser blast, but my warhead hit home and the ship's systems went out. Now it was up to the Bombers.

Even though the TIE Interceptors of Z-Delta group were after me, I decided to ignore them and head back to help protect the *Sceltor*. My intention was to go in after the TIE Bombers and also to hit one or both of the larger ships with my remaining mag pulses.

As I neared the *Sceltor*, I saw that the Strike cruiser *Serpent* was exchanging fire with her, so I targeted the *Serpent* and got ready to launch a mag pulse. The area was full of starfighters of all kinds and I had to be careful as I approached the *Serpent*. I refrained from firing any lasers and drawing attention to myself, but flew in very close to deliver the mag pulse warhead. Once the *Serpent* had been hit with the mag pulse, her systems went down and she was helpless. The *Sceltor* would have no trouble finishing her off now.

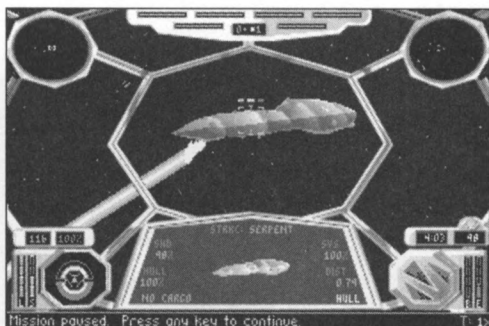
I had one more mag pulse warhead, and I used it on the *Shadow*.

Finally, I turned my attention to the Bombers attacking the *Sceltor*, and began picking them off one by one. Meanwhile, our Bomber force from Eta group was headed toward the *Grappler*, intending to finish her off. I checked the map to see if there were any immediate threats to Eta and, not seeing any, I redoubled my efforts against the enemy starfighters.



TIE Z-Delta 4

Once all the enemy Bombers were destroyed, I took on some of the TIE fighters and TIE Interceptors that were still harassing me. Then I headed toward the Interdictor to help T/B Eta with their job. At the very least, I could draw off some fire so the Bombers would have an easier time and would, hopefully, survive long enough to finish the job.



The Serpent

By the time I arrived, only one of our Bombers was left. I flew in and drew fire from the Interdictor, while also dogfighting the Interceptors that were in perpetual pursuit. Eventually, the Bomber's rockets pierced the Interdictor's hull and she blew up. I had managed to stay alive. The *Sceltor* was damaged, but headed for hyperspace. Once she was gone, I followed, as soon as I got the mission complete message. The area was still full of starfighters, but I had had enough.

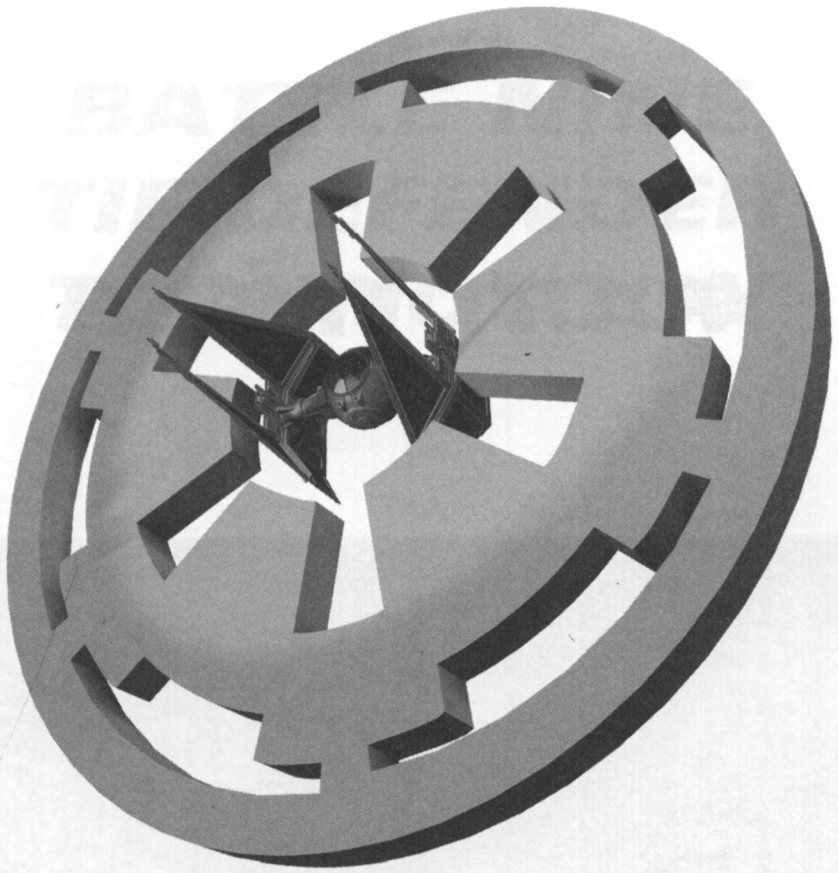
Mission Summary

Head toward the *Grappler* at full speed with your laser recharge rate up one notch; 75 percent. Your wingmen will engage the TIE Interceptors that follow you, probably destroying a few. The sooner you get to the *Grappler*, the better. Fire a mag pulse from close range and be sure it hits. Now return to the Star Destroyer and disable the Strike cruiser and the Modified Frigate with mag pulses. T/B Z-Eta is the most dangerous group. They carry heavy bombs. T/B Z-Beta are carrying proton torpedoes and are a less severe threat. Finally, the TIE Interceptors from Z-Delta are carrying advanced missiles and can really mess you up. Be careful around them.

Once you've disabled the big ships and taken out the T/Bs, take care of Z-Delta and head back to the *Grappler* to help your Bombers complete the Interdictor's destruction. (You may want to take out Z-Delta before the Bombers if they are causing you too much trouble.) Once the *Grappler* has been destroyed, the *Sceltor* will jump into hyperspace within a minute or two. Mission complete.

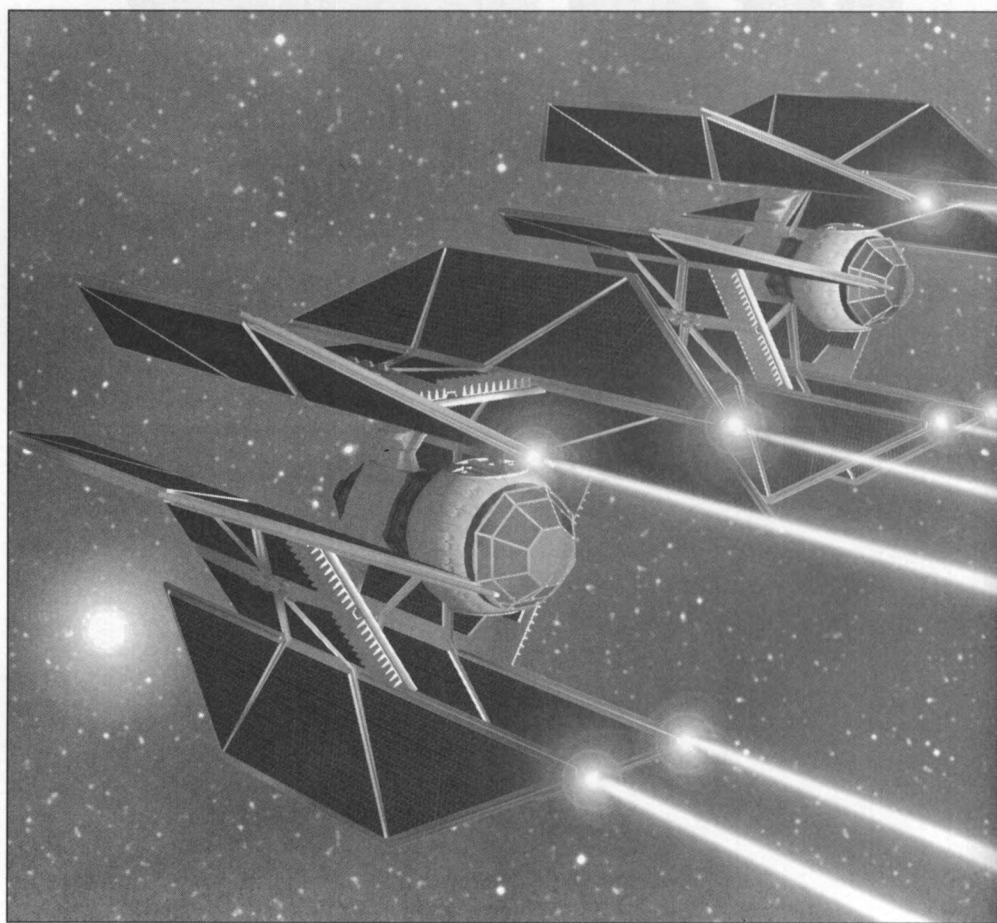
Debriefing

Primary Goals: VSD *Sceltor* must complete mission
Interdictor *Grappler* must be destroyed

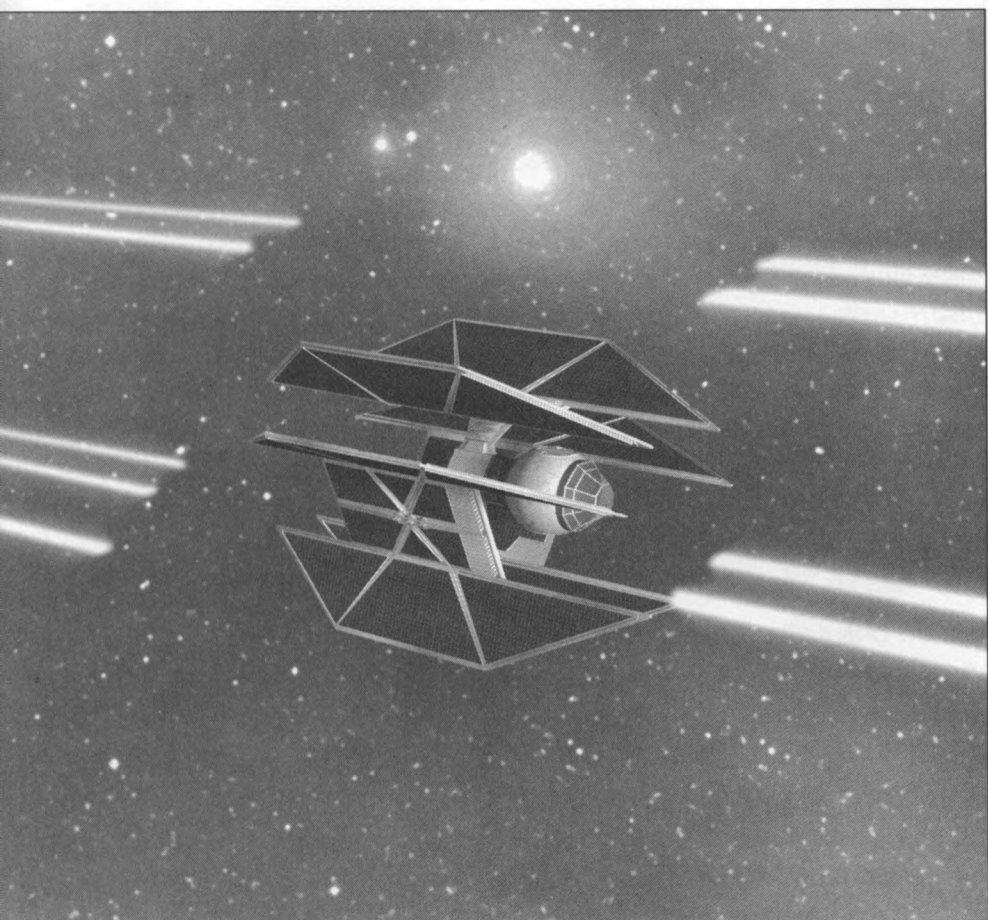


PART THREE

PART THREE



BATTLE NINE
TIE DEFENDER
TECHNOLOGY



Battle Nine

TIE Defender

Technology



Mission 1

Capture Platform

Mission Briefing

Zaarin's forces have taken control of the TIE defender research facility. You must prevent his forces from taking the Empire's technology and equipment, or sabotaging the facility. Your flight group of TIE defenders will team with ATR Omega to thwart Zaarin's plans and regain control of the installation. Your task is to eliminate any starfighter cover Zaarin's forces have mounted. ATR Omega will then enter and destroy any cargo vessels found. After that, the platform must be disabled, and ATR Omega will deliver a task force of stormtroopers to resecure the platform. When the mission is under control, ISD Adarga will enter the area.

Secret Orders

The Emperor wants Zaarin's traitors brought in for interrogation and punishment. Disable any personnel shuttles or transports that attempt to escape the platform. We will send out craft to capture the prisoners.

After-Action Report

Checking the Inflight Map, I found the nearest enemy craft was T/B Z-Alpha 1, part of a three-ship flight group of TIE Bombers. Z-Alpha 1 was about 2.5 km away. About 16 km away was T/B group Z-Beta. The R&D platforms were

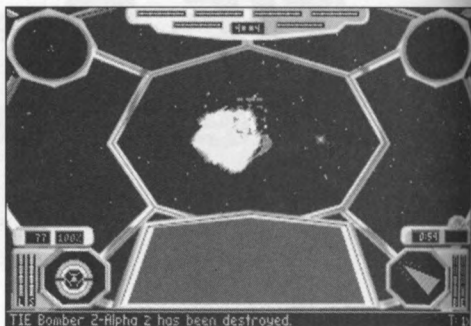
about 8 km away, and I could see a shuttle parked on one platform. Four containers were near the platform, one of which was being collected by a cargo ferry, *Sakin 1*. There was also a T/D prototype leaving the platform and heading toward another container. I placed the platform in memory at F5, and *Sakin 1* at F6. Now I targeted the nearest T/B and headed toward it, setting laser and shield recharge rates to maximum. I transferred cannon energy to shields and set my guns to quad fire, attacking head-on and weakening the Bomber with my cannons, then finishing him off by ramming him. The next Bomber had taken some damage already and a single quad burst from my cannons destroyed it, leaving only one T/B from flight group Alpha. I ordered my wingman to attack and went in to help him finish the job.

Next, I called up the platform on my CMD and targeted the warhead launcher (it took about 15 presses of the comma key to bring it up), switching to dual-fire missiles and launching a pair. I was continually using the "E" key on the console to target my nearest attacker, and then ordering my wingmen to engage my tormenter. I also took out any T/Bs that happened to come in my sights, especially any with hull damage that were trying to return to the platform.

After I had fired on the warhead launchers, the nearest enemy craft at this time was SHU *Lambda 1*. Switching back to lasers, I closed in, inspected the shuttle and then disabled it. It was carrying officers. Checking the message log, I found some messages I had missed during the action. At 1:40 into the mission, I disabled SHU *Lambda 1*. I saw from the message log that CARG *Sakin 1* had successfully jumped to hyperspace at 1:17. *Sakin 2* and *Sakin 3* had already dropped out of hyperspace, and I saved them at F6 and F7 respectively. I ordered my wingman to dogfight the Bombers while I went after *Sakin 2* and disabled it.

I went after *Sakin 3* next, and disabled it as well.

Mission Note: There isn't much time to waste at the beginning of the mission if you want to inspect and disable SHU *Lambda 1*. Don't spend too much time chasing the first TIE Bombers. Kill them quickly! Use your beam weapon if necessary. and don't forget your wingmen.



Destruction of T/B Z-Alpha 2.

SHU *Sigma 1* launched from the platform while I was disabling the two CARGs, and was trying to dock with SHU *Lambda 1* when I caught up with it and disabled it, preventing it from repairing the shuttle. Another shuttle, *Upsilon 1*, had been parked on the platform's landing pads, and when it launched I diverted my path to intercept and disable it, too.

Working quickly, we destroyed all the TIE Bombers. Around 5:00 on the mission clock, the way was cleared for the arrival of the ATRs.

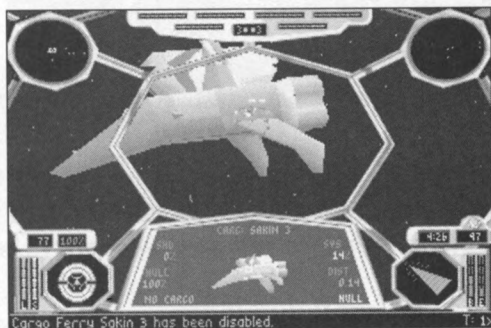
Right on schedule, the assault transports from Omega group entered the area (about 45 seconds after the last of the T/Bs had been cleared).

I wanted my wingmen to survive, so I ordered them to stay outside the platform's range by telling them to wait, then I went in to help disable the facility.

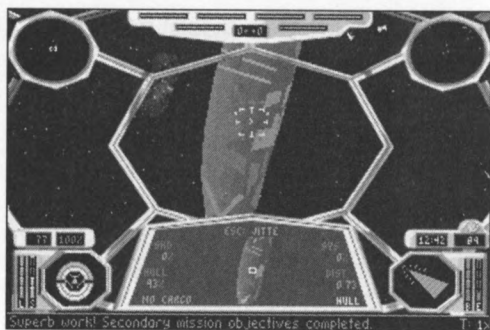
I flew in at the platform, firing lasers in single bursts. After a quick inspection, I noticed that a new shuttle, *Upsilon 2*, was fleeing the platform, heading for escort carrier *Jitte*, which had jumped into the area. Switching back to quad fire, I went in after him, inspected him and disabled him. Meanwhile, another cargo ferry appeared, but I left that to the ATRs. *Lambda 2*, also carrying officers, had caught my attention. I was about to go after *Lambda 2* when I got an incoming missile warning. Who could be firing at me?

Not what I was hoping to see. A bunch of modified TIE fighters with shields and missile launchers. I would have to disable escort carrier *Jitte* as well. That's where the six new T/Fs had come from.

I didn't want to waste time with the T/Fs. I switched to missiles, set my beam on maximum recharge, shields to zero recharge, and hurried over to them, resetting shield recharge rates back to normal when I got within range. I ordered my wingmen to join me. I got the T/Fs in my sights and engaged the tractor beam, then fired a single missile. I was taking missile fire myself, and had to keep rebalancing my shields and redirecting energy from cannons. It was remarkable how effective the tractor beam was on TIE fighters. It clamped them in an inescapable vice, and I squeezed it shut with my guns and missiles. The ATRs had disabled the platform and were going after the escort carrier next.



Disabling CARG Sakin 3



Firing on the Jitte; secondary goals complete.

Once the escort carrier was disabled and the rest of the T/Fs were destroyed, there was little to do but wait for the platform to be captured. That's when the Star Destroyer *Adarga* arrived. The *Adarga* launched some heavy lifters and the salvage operations began. Three tugs appeared and they weren't ours, so I destroyed them. Then some Rebel A-wings appeared. I was just waiting for something to do, and I went to intercept them, using my beam weapon to hold them in place and blast them to bits.

At about 20 minutes into the mission, more A-wings appeared, and I headed out to intercept them, as well. They were firing missiles at me, but I could not retaliate: I was out of missiles. While I reset laser and beam recharge rates to maximum, I noticed that one of my wingmen had been shot up, so I sent him home. With the remaining wingman, we made short work of the A-wings. But while we were dogfighting, four X-wings arrived, then four B-wings shortly after that. Was Zaarin secretly in collusion with the Rebels? Something was fishy here.

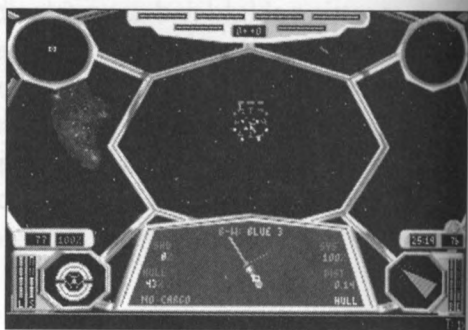
We took care of the X-wings quickly, then the B-wings, using the beam to make it easier. It was a standard dogfight.

After all the Rebel craft were destroyed, I waited until the escort carrier was boarded and had escaped into hyperspace — which sounded like a good idea to me. The mission had lasted nearly 30 minutes by now, and it was time to go home.

Summary

Get SHU *Lambda 1* disabled before it can dock with the platform. Take out the warhead launcher on the platform, then put the two cargo ferries *Sakin 2* and *3* in memory. Hurry

The ATRs had the escort shuttle's shields down to about 34 percent when it launched another six TIE fighters. One of the ATRs was destroyed by the TIE fighters, some of which had split off to engage me. I decided to help the ATRs disable the escort shuttle so that they could return to their attack on the platform. Shields down to 18%. 10%. Shields down; switching to ions.



Blasting a B-wing.

to disable them while eliminating the T/Bs as fast as possible. One basic tactic is to take out a T/B whenever it is convenient, and to order your wingmen to attack any Bombers that are attacking you. As shuttles leave the platform, disable them quickly as well. When the escort carrier comes in, look for a few more shuttles that are easy to miss in all the confusion. If you're quick, you can get the first three before the escort carrier arrives. Keep the modified TIE fighters away from the ATRs.

When the *Adarga* arrives, it will launch some transports to capture the shuttles and some heavy lifters for any containers. When the Rebel starfighters come in, watch out for the first one to arrive. That's the tricky one. After that, it's basic dogfighting.

Finally, there's a bonus awarded if all your wingmen survive. The only way to ensure that condition is to send them home at the beginning of the mission. Otherwise, it's up to luck and good shooting.

Debriefing

Primary Goals: 75% of all cargo ferries must be destroyed

AND

75% of all TIE Bombers must be destroyed

Platform XQ3 R&D lab must be captured

Secondary Goals: 50% of all shuttles must be disabled

Escort carrier *Jitte* must be disabled

Bonus Goals: All TIE defenders must complete mission*

AND

All assault transports must complete mission*

50% of TIE defender group Delta must complete mission for 5000 pts

Escort carrier *Jitte* must be captured for 1000 pts

Shuttle *Upsilon 1* must be captured for 500 pts

Shuttle *Upsilon 2* must be captured for 500 pts

Shuttle *Lambda 1* must be captured for 500 pts

Shuttle *Lambda 2* must be captured for 500 pts

Shuttle *Sigma 1* must be captured for 500 pts

A-wing *Red 5* must be destroyed for 500 pts

B-wing group Blue must be destroyed for 2000 pts

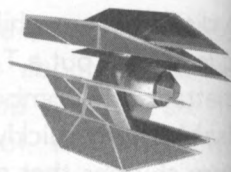
X-wing group Gold must be destroyed for 2000 pts

A-wing group Red must be destroyed for 3000 pts

* These mission goals are impossible because they can't include the player's craft. Therefore, they will be changed in future revisions of *Defender of the Empire* to read 100% of T/Fs and 100% of T/Bs destroyed.

Mission 2

Hold Platform



Mission Briefing

Now that we have control of the T/D research facility, the traitor Zaarin wants it back; our job is to hold on to it and repel his attacking forces. The first target of Zaarin's attack is presumed to be the ISD *Adarga*. If successful, Zaarin would have no trouble recapturing the platform.

Secret Orders

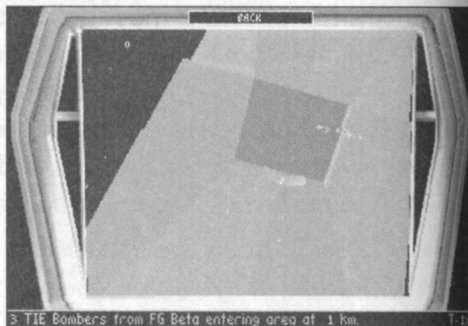
I received an extra mission from a robed figure who told me not to waste any TIE defenders if I could help it. They were too valuable. I was to disable Zaarin's T/Ds if possible.

After-Action Report

Once again I had no wingmen. We had no other TIE defenders available, and I alone could use our single TIE defender to maximum effect. I was carrying eight advanced missiles and an improved tractor beam. Upon entering the mission, I switched to my Inflight Map screen and zoomed in on my current position. TIE Bomber group Beta had also launched from the *Adarga*, which was still nearby. I saved the *Adarga* at memory position F5. I knew I would have to check on her condition from time to time since I was going up against a large force with almost no support.

In addition to the Bombers, our fighter force included a group of TIE Interceptors that were already moving to engage Zaarin's TIE defenders. The attacking force consisted of three assault transport groups — Z-Lambda, Z-Sigma, and Z-Omega — each consisting of three ATRs. The ATRs had a starfighter escort — four TIE defenders from Z-Alpha group. The platform's protection consisted of a trio of TIE fighters. I placed the platform at F6.

By the time I closed the map screen, I knew I was in for some trouble. Fortunately, I thought of a technique that would prove successful as long as I didn't waste a second getting started. My first priority was to shoot down any rockets that I could catch. I knew the ATRs would be firing heavy rockets at the Star Destroyer. Intercepting them became my sole

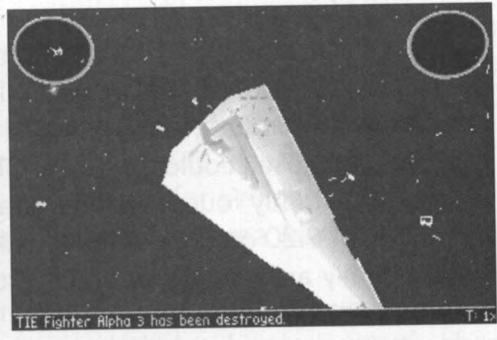
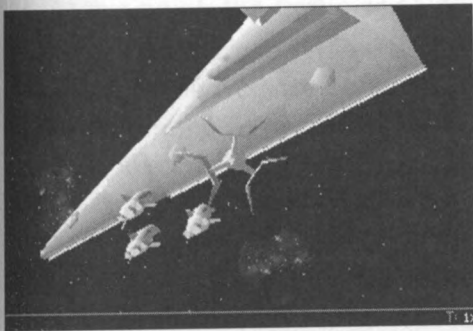


Emerging from the Adarga with Bombers.

focus in life. As long as there were ATRs attacking I would keep a constant eye on my sensor displays. The instant a new warhead appeared I would turn in that direction to see if it was indeed a rocket. If I was lucky I would be in a position to intercept it. (Preferably between the *Adarga* and the rocket, so staying as close to the *Adarga* as possible was also necessary.)

Since I knew that Zaarin's attack strategy would involve alternating attacks by the ATRs, I devised this strategem to outwit him: I would target the *Adarga* using the F5 on my console, then press the A key on the console. This key would instantly target the nearest craft actually

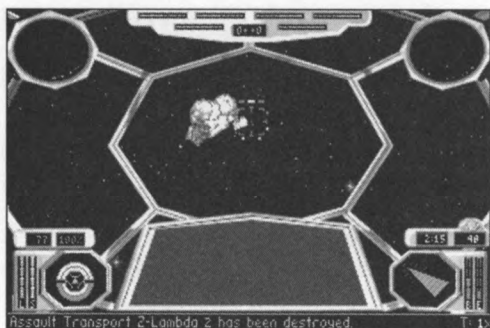
Mission Notes: Each of the three flight groups of ATRs, Z-Lambda, Z-Sigma, and Z-Omega, has one replacement wave that will appear when the first wave has been destroyed. Therefore, you must keep attacking relentlessly. There's no time to waste. Also, only three craft will attack a given ship at one time, so by targeting one of the currently attacking craft and forcing it to abort, you can ultimately spare the ISD a lot of damage. Finally, it is not a primary mission goal to save the *Adarga*. Keep this in mind, as it is quite difficult. It is possible, however, especially if you can shoot down most of the heavy rockets that get launched.



The Adarga surrounded by enemies.

engaged in attacking the ISD. In this way, I could drive off the particular ATR that was causing the most trouble at that moment. Forcing it to abandon its attack run with as few hits as necessary was key. Once the ATR had gone into evasive maneuvers I would call up the *Adarga* again (F5), and target its current tormentor (A). This would be my next target. And so on. Eventually, the ATRs I would be shooting at would show weakened or failed shields. Then I would switch to ion cannons and disable the craft. Once the ATR was disabled, she would be target practice for the *Adarga's* gunners — and my comrades in Beta and Gamma — and I could go on to the next one.

I figured that Zaarin might send more than one wave of ATRs, and that I should remain on the lookout for fresh flight groups. This also turned out to be true.



Destruction of an ATR

So I targeted one of the attacking ATRs — *Z-Sigma 1* — and headed toward him with my throttle on full, my laser recharge on maximum and my shield recharge at normal. I transferred laser energy to my shields and drew a bead on *Z-Sigma 1* with my missiles in dual-fire mode. Then I saw the telltale sign of rockets being launched, and switched back to lasers in single-fire. I homed in on a

spread pattern of rockets and quickly shot them down, breathing a tiny sigh of relief. None of the rockets had hit! Now, back to the ATRs. I hit F5, then A, and retargeted *Z-Sigma 1*. I fired two warheads at him once I had gotten a red lock, then hit F5 and A again to target another craft. I continued in this mode until I had used up all my missiles, then I switched to cannons and went in firing.

I remained vigilant, watching for rockets, intercepting some with cannon fire and a few with my remaining missiles, but the *Adarga* was taking a pounding. A combat utility vehicle launched when I'd used the last of my missiles, but circumstances were a little too heated to allow time for a reload operation! Fortunately, I had whittled many ATRs down to under 20 percent shields, and those I could quickly disable with ion cannons. Once an ATR was disabled, I instantly found another attacking ATR and went after it.

At about 9:20 on the mission clock, the long-awaited escort shuttles Red Knight finally arrived, about 14 km from the scene of the battle. Better late

Mission Note: If the *Adarga* is destroyed, it is by no means the end of the mission. However, it does mean that the remaining ATRs will go after the platform, whose survival is a primary goal. So the longer you keep the *Adarga* alive, the better your chances of completing the mission successfully.

Ultimately, though severely damaged, the *Adarga* will escape into hyperspace if you protect her long enough. Also, once the *Adarga* is gone, the other craft will turn their aggressive attitudes toward you, and the T/Ds will fire ion cannons at you, trying to disable your craft!



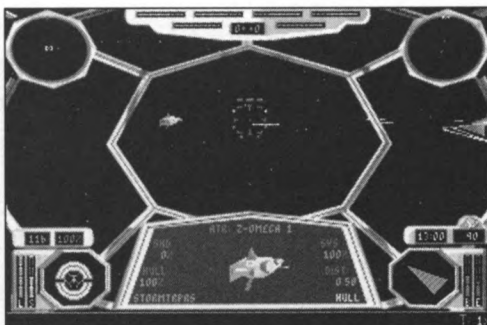
The Adarga makes a great fireball, anyway.

than never. A minute later, I noticed that the *Adarga* was in sorry shape; her shields were down and the ship was taking hull damage. She was nearing her hyperspace jump point, however, so there was still hope. The escort shuttles began attacking the remaining ATRs, and for the first time, I figured I might be able to go after one of the T/Ds that had been making my life more difficult this whole time.

The *Adarga* finally escaped into hyperspace, much to my relief. There were only two ATRs left, and I figured the E/Ss would take care of them. I got in behind one of the defenders and engaged my beam weapon, wishing I had some missiles. I brought his shields down with my lasers, then switched to ions to disable him. The platform immediately launched a tug to collect the disabled craft.

At this point, the battle was under control, and I was worried that some of our overzealous pilots might destroy the craft I had disabled. I targeted the disabled defender and (using the A key) checked to see if any friendly ships were making an attack run. Sure enough, a surviving TIE Bomber was heading that way, so I ordered him home to make sure that the tug could do its job. I disabled another T/D, then decided to call for a reload. By this time, the E/Ss had finished off the last of the ATRs, and the area was quiet for the moment.

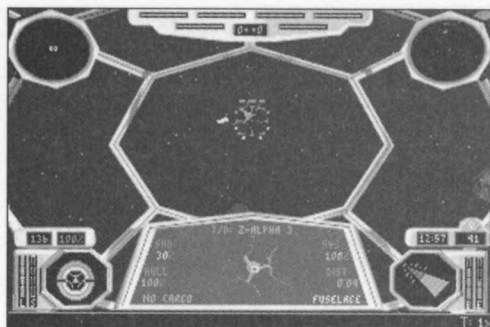
The resupply vehicle was still standing by, so I went in and collected some more missiles. This turned out to be a good idea, because shortly after



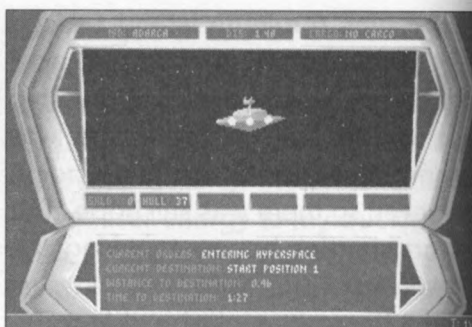
Disabling an ATR.

Resupply Notes: You have to be careful when shooting near your resupply vehicle. Most resupply craft have orders to return to their mothership if attacked. Therefore, if you accidentally hit one, you'll be out of luck. Also, if you accidentally hit your mothership and get its gunners shooting at you, they might also hit your resupply craft and cause it to return to the hangar.

Cheat Note: If you go ahead with a reload operation while the ATRs are still plentiful, try this "cheat": Target an ATR and start firing missiles as soon as the reloading begins. As long as you keep firing and the warhead counter can't make it to "full," it will keep adding missiles! Keep targeting ATRs and firing missiles, but don't pause long enough for the reloading operation to complete itself.



TIE Defender caught in the beam.



The Adarga close to escape with 37% hull.

that a Rebel corvette appeared, and about a minute and a half later, another one jumped in close behind the first. I noticed that they were dropping probes. That meant they probably wouldn't stick around very long, but I wanted to give them a proper sendoff.

I sped over toward the first CRV with all systems redirected to the engines and fired a pair of missiles at each gun turret. I then followed this

More Mission Notes

Skilled players may still be able to complete this mission successfully, even if the first salvo of rockets hits the Star Destroyer. For people who are having a lot of trouble, you may want to abort the mission if those first rockets get through. Preventing those rockets from hitting the *Adarga* will save you about 30 percent of her shields. She'll still take a beating, but you get a better start. Keep trying to shoot down rockets whenever possible.

If you can disable and capture four TIE defenders, you achieve extra bonus goals, but this is not easy to accomplish. However, a secondary goal is that at least one T/D is boarded. That is more easily accomplished. Be sure that friendly craft don't destroy the T/Ds after you disable them. Although they are under orders not to destroy all T/Ds, mistakes can happen. Maybe sending friendlies (other than the E/Ss) home is a good idea.

Here's a summary of a tricky part of the mission: Get a reload, and watch out for friendlies finishing off any disabled defender(s). Send any such home. The Rebel corvettes come in at widely separated positions, 1:30 apart. It's tough to get both, but possible if you've reloaded missiles and redirected all energy to engines. Fire a pair of missiles at each gun turret. Once the missiles are away, recharge and make another firing pass. Switch to ions, match speed with the corvette, disable it; then redirect energy to engines and head off toward the other one. Red Knight will kill the first CRV while you disable the second. Then finish off the probes when there are no hostiles left. As soon as the tug boards a disabled T/D, your secondary mission goal is completed. There's also a bonus for letting the tug complete its mission. Send the combat utility vehicle home to get the bonus on that. It takes approximately half an hour to complete this mission.

attack with an ion attack, disabling the first corvette. By this time, the second corvette had arrived, so I hurried over to it, again redirecting energy to the engines, leaving the first for Red Knight to finish off. I destroyed the second corvette personally, and finished by taking out the probes the two ships had left behind.

I waited while the tugs completed their missions. I told utility tug *3f1* to go home, completing its mission for the day, as no other threats had appeared. Finally, it seemed there was nothing left to do, so I jumped for home.

Debriefing

Primary Goals: All assault transports must be destroyed

Escort shuttle group Red Knight all must arrive

Platform XQ3 R&D lab must survive

Secondary Goals: At least one of T/D group Z-Alpha must be boarded

Bonus Goals: ISD *Adarga* must complete mission for 1000 pts

Utility tug *3f1* must complete mission for 500 pts

Tug *8f9* must complete mission for 500 pts

Tug *7f9* must complete mission for 500 pts

Tug *6f9* must complete mission for 500 pts

Tug *5f9* must complete mission for 500 pts

Corellian corvette *Uhu 1* must be destroyed for 1000 pts

Corellian corvette *Uhu 2* must be destroyed for 2000 pts

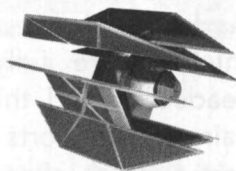
Probe group Keyhole 1 must be destroyed for 500 pts

Probe group Keyhole 2 must be destroyed for 500 pts

Mission 3

Protect Evacuation

Mission Briefing

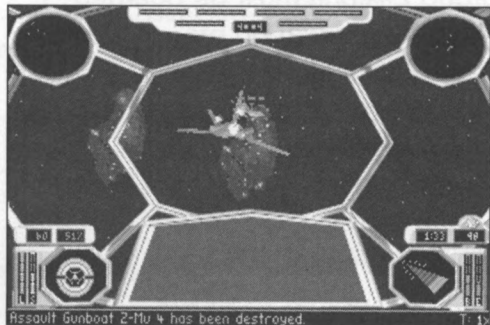


Again, I flew in a lone TIE defender with the help of the escort shuttles from Red Knight. Our mission was to defend the evacuation of the R&D platform. Trying to hold the platform any longer was hopeless, and we just wanted to take the remaining prototypes and get them to safety. We were forced to rely on an ordinary bulk freighter to do the job. Also, the last of the personnel were to be evacuated in the shuttle *G'nabgib*, including the lead scientist, whose value to the Empire was incalculable. I was carrying a standard load of eight advanced missiles.

After-Action Report

I was stationed on the platform, and I checked the map as I got ready for action. I placed the platform in memory position F7. The four E/Ss of Red Knight were about 3 km away. I put speed, lasers, and shields to maximum, transferred cannon energy to shields and watched as FRT *Mharsup* arrived, about 15 seconds later, with two more E/Ss from Dragonfly Squadron. I placed the freighter at F5 and switched shield recharge to normal now that my shields were at maximum. SHU *G'nabgib* launched from the platform to deliver some technicians to the freighter so it could be prepared to receive the prototypes. I placed it at F6.

About that time, six Assault Gunboats arrived, and they weren't ours. I targeted the nearest one, set my beam weapon recharge rate to maximum and used the beam on GUN Z-Mu 4. I matched speed with the target and began firing with lasers.



Destroying a Gunboat.

to normal recharge rates, throttle to maximum, checked to see that my shields were fully charged, and headed toward this new threat. A pair of transports were launched, and a quick check on the Threat Display revealed their target was the FRT *Mharsup*. I would have to make sure they never reached their destination! Before they'd gotten very far from their mothership, a trio of TIE Advanceds launched from the *Glory* to cover them. I decided I would deal with them first, and rely on the E/Ss to intercept the TRNs for now. I began firing as I headed toward the T/As, destroying a missile that was fired at me. I then evaded their head-on pass

I disengaged the beam weapon and returned to full speed after destroying Z-Mu 4, selected the next target, and repeated the procedure I had just used.

In this way, I destroyed several Gunboats. I had little time to celebrate, however. Zaarin's flagship, the ISD *Glory*, arrived just about then, about 11 km away. I reset all systems



External view of the dogfight.

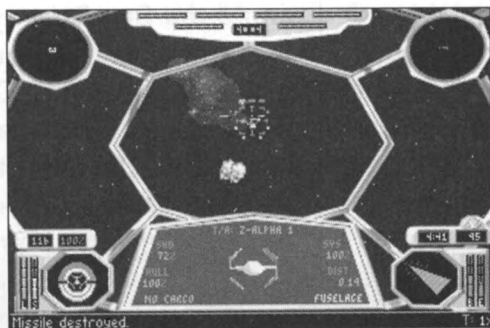
and fell in behind T/A Z-Alpha 1. I switched to missiles. Since I'd scored a few hits during the first pass, I knew a single warhead would finish him. Engaging the tractor beam to hold the target enabled my missile to nail it quickly, but not so fast that I was able to avoid taking some heavy hits from the cannons of his wingmen!

I was also getting missiles launched at me, but I continued after T/A Z-Alpha 3 now, engaging my beam weapon and increasing its recharge rate to maximum. I decided to disable him, so I used lasers to

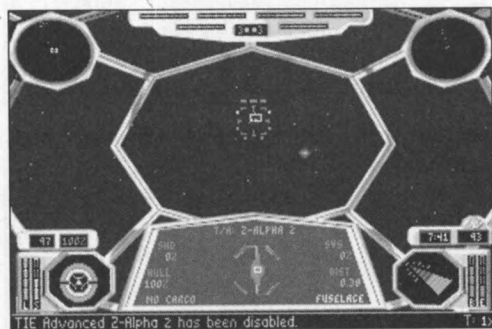
knock down his shields, then switched to ions. Now I checked the Inflight Map and saw that there were three TRNs trying to get by the escort shuttles. There were also some TIE Bombers going after the platform. These I would have to ignore for now, but I noted that they were equipped with shields and would prove a problem later on.

I was worried by the TRNs, which had gotten out of missile range. I targeted TRN Z-Sigma 1, whose shields were almost gone from the E/S attacks, and switched to ions to disable it. Then I went after Z-Sigma 2. Meanwhile, the last T/A was firing missiles at me, and I realized that I couldn't ignore him. I decided also to disable T/A Z-Alpha 2 rather than destroy him. Let my slower comrades finish him!

Once the T/A threat was over, I checked the map again. I noticed a tug had been launched, probably to attempt repairs of the disabled craft. More demanding of my attention was TRN Z-Sigma 3, now almost 3.5 km away. As I watched, however, he was destroyed by the E/Ss, so I went after Z-Sigma 4, disabling him and letting the escort shuttles finish him off. Next was Z-Sigma 5. I also disabled him,



Taking heat from the TIE Advanced.

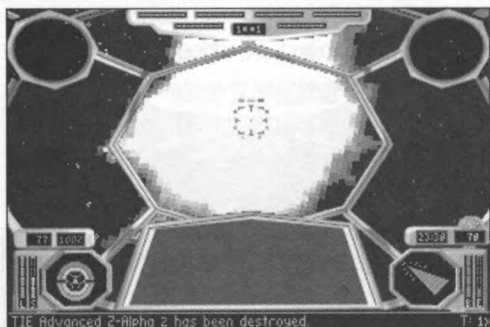


Disabling a T/A.

Mission Note: Disabling the TRNs triggers the appearance of the tugs from group 20f16. Since destroying these tugs is a bonus goal, you must disable ATRs to accomplish this goal. Also, disabling the T/As quiets things down as well.

and then *Z-Sigma 6*. Things were quiet now, without the constant attacks from the TIE Advanced.

I headed toward the Star Destroyer and the tug. Another group of TIE Advanced from Z-Gamma group launched about that time and started targeting me with missiles right away. Once again, I decided to use my strategy of disabling the T/As. Checking the map, I saw that the *Mharsup* was about three and a half minutes from its hyperspace point. Meanwhile, another missile was launched at me by *Z-Gamma 2*. I turned and disabled him, hoping to prevent another wave from launching immediately. Even with the tractor beam engaged, this T/A was able to jink a little, making it difficult to shoot at him, but ultimately I got his shields down with my lasers and then disabled him with ions.



This big fireball used to be a TIE Bomber.

More Mission Notes

Try not to shoot at the platform. If you do, you will be considered hostile, and it will start firing missiles at you. If you aren't careful, you'll have both the platform and the Star Destroyer firing missiles at you.

T/B Eta launches when all six TRNs have been destroyed. This can easily take place before the evacuation ships have jumped into hyperspace. T/B Eta's primary targets are the FRT *Mharsup* and SHU *G'nabgib*. If Zaarin can't capture the evacuation ships, he'll try to destroy them! Also, if you miss a tug, you won't get the bonus goal. This is not a major bonus, but if you want to get it, you must destroy all four tugs.

By this time, the tug had gotten pretty far away, going toward *Z-Sigma 5*. Checking the map, I saw that the platform's shields were down. There wasn't much hope of saving it, but that wasn't my primary mission. Even so, I took out a TIE Bomber that was close enough to attack, then went after another. This one gave me a good run, jinking furiously, but I got him, too. I left the last of the TIE Bombers to the platform's gunners, then headed out toward the tug, which was still headed toward the disabled TRN.

About this time, I achieved my primary mission objectives, as the freighter and the shuttle jumped into hyperspace. The escort shuttles followed them, but I wasn't done. I was going to stick around and kill some things. I started with the tug, then went after the next wave of T/Bs, but not before they had launched a salvo of torpedoes at the platform. I used my remaining missiles on the Bombers, finishing them off with lasers.

More Assault Gunboats arrived, and began destroying the disabled craft, then going after the Bombers. These were the good guys! After a while, another T/B group was launched (Eta) and began attacking me. Going after the Bombers, I reset my beam weapon and lasers to maximum recharge, and kept my shields at normal. I used the beam weapon to keep the Bombers from jinking and wasting my time. Whenever I saw a tug, I destroyed it, then returned to dogfighting Bombers.

Eta launched a second wave when the first one was destroyed.

Mission Note: At end of the mission, more TIE Advanced will launch, three at a time. If you destroy all three, another wave will launch. Each flight group has three waves in all. If you're really gung ho for points, you can disable the third in the group, wipe out all the Bombers, then go in and disable the Star Destroyer. (This shouldn't have been possible, cause it messes up the story, but what the hey!) Once the Star Destroyer is disabled, kill off



Destruction of the Glory.

the T/As and destroy all the waves that come until no more appear. Then finish off the *Glory*. This is for the die hard point hound. (One odd occurrence if you destroy the Star Destroyer is that you can get credit for destruction of T/A Z-Theta and T/D Z-Zeta, even if they never get launched. Any ships presumed to be aboard the ISD when it blows are credited to you (not including any hull damaged ships that made it back to the Star Destroyer, however). It will take more than an hour to complete the mission this way. The primary mission is completed within about 16 minutes.)

Important Version Note: In the first releases of *Defender of the Empire*, it was possible to keep the platform alive and destroy ISD *Glory*. In future revisions of the game, this will not be possible.

Debriefing

Primary Goals: TIE defender *Proto 11* must complete mission

TIE defender *Proto 12* must complete mission

Freighter *Mharsup* must complete mission

Shuttle *G'nabgib* must complete mission

Bonus Goals: All transports must be destroyed

Assault Gunboat group Z-Mu must be destroyed for 1000 pts

Tug group 20f16 must be destroyed*

At least one of TIE Advanced group Z-Alpha must be destroyed*

At least one of TIE Bomber group Z-Beta must be destroyed*

At least one of TIE Advanced group Z-Gamma must be destroyed*

At least one of TIE Bomber group Z-Eta must be destroyed*

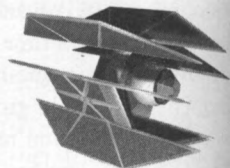
At least one of TIE Advanced group Z-Theta must be destroyed*

At least one of TIE defender group Z-Zeta must be destroyed*

* In the original release of *Defender of the Empire*, these bonuses do not gain any points. However, in future revisions, these bonus goals will be worth 500 points each, except the destruction of T/A group Z-Theta, which will be worth 1000 pts.

Mission 4

Escort to Rendezvous



Mission Briefing

In this mission, you will fly once again in a lone TIE defender escorting the freighter *Mharsup* and shuttle *G'nabgib* to a rendezvous with three modified corvettes from Hashim Squadron. At the rendezvous site, your ship and the other two defender prototypes are to be transferred to the M/CRVs for final transport to a safe location. No danger is expected on this mission.

After-Action Report

This was supposed to be a cakewalk mission. My senior officers expected no trouble from the enemy. That made me really nervous. I've learned always to expect the worst, especially in these escort missions. Especially when they say there's no danger.

I checked the Inflight Map once I had entered the mission area and noted that FRT *Mharsup* was nearby. I placed the freighter in memory at F5. I placed nav buoy B-0F9 in position F7. The buoy was about 8.5 km away. I then placed all recharge rates to maximum. I put SHU *G'nabgib* in position F6 when she arrived a moment later.

Apparently the Rebels hadn't been listening to the Imperial high command's prediction of no resistance, because a Rebel A-wing appeared about 7 km away, followed by several more. They were coming in from all sides, executing a kind of pincer tactic. A message on my CMD ordered me to intercept the A-wings, as if I needed the prompting. Checking my map, I noticed that *Blue 1* was the nearest at under 7 km. They were spread out enough so that I might have a chance to take them out one at a time, but there was no time to waste. I immediately began to close in on A-W *Blue 1*,

putting my beam recharge rate up a notch. A-wings are fast, so I figured the beam would be an advantage. I didn't have time to waste chasing these Rebel scum all over this sector.

I got a missile warning, but kept firing in a head-on pass. As soon as he turned away, I engaged my beam on him, firing lasers and finishing him off.

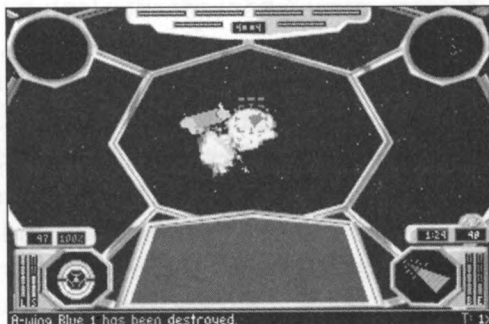
I disengaged the beam. The next nearest A-wing was *Blue 2*, and I went after him now. To make matters much worse, four B-wings arrived about 22 km away. I decided to con-

serve my missiles to take out the B-wings. My encounter with A-W *Blue 2* was a mirror image of the encounter with *Blue 1*, with the same result. I reset the beam recharge to normal and targeted the closest A-W, which happened to be A-W *Blue 4*, about 5 km away and closing fast. At about 3 km, I reset the beam recharge up a notch and opened fire at about 2 km. Again, I trapped him in the beam when he turned, shot him up with lasers, and repeated this procedure with *Blue 3*.

Now three X-wings appeared at about 16 km. The situation was getting worse. I headed toward A-W *Blue 5*, but not before checking the map. I noticed three transports that were being escorted by the X-wings. The closest A-wings were about 3 km away, and the B-wings were still about 7 km away. The freighter was about 2 km away and I knew the B-wings might start launching torpedoes at any moment.

I decided to go after the B-wings, as they seemed to be the most immediate threat. As I approached them, I began firing with my lasers, then switched to missiles in dual-fire mode. I selected B-W *Red 2*, shot my missiles, and switched to *Red 3*. I was relieved to see that the B-wings were not using warheads. Instead, they were using ion cannons. Obviously, the Rebels wanted to get hold of our technology, and this would be a perfect opportunity, seen from their point of view. I shook my head, which moved only slightly in my flight helmet. What was I doing, thinking like a Rebel? I locked onto another B-wing and blasted him with a pair of missiles, then continued in this manner to put a pair of missiles into each of the four B-wings. Now I switched to ion cannons and disabled the B-wings, which was quicker than destroying them.

I went back to full throttle and rebalanced and recharged my shields. The freighter was under attack now by the transports, and I switched to lasers



Taking out an A-wing with cannons.

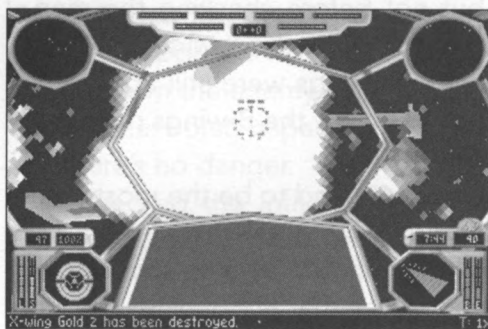
and went after the TRNs as the remaining A-wings and the escorting X-wings came after me.

The shields were down on the freighter, and I knew I would have to act quickly to destroy the transports before they could disable it. I took out the first TRN with my lasers.

I went after the second transport next, disabling him in two passes. I did the same with the third transport.

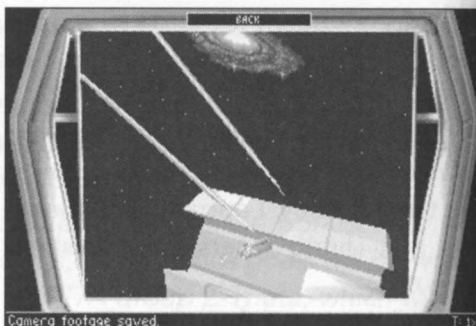
Now it was time to take out the X-wings and the A-wings. I put shields at normal recharge, beam and lasers at maximum. I targeted the A-wings first, because they were firing the Rebel mag pulse weapon, which kept knocking out my lasers. I used my tractor beam on A-wing *Blue 5*, locking him in my sights and blasting him to space rubble, then I turned to his mate, A-W *Blue 6*, and gave him the same harsh welcome.

The X-wings got a similar treatment, as SHU *G'nabgib* went around destroying the disabled transports. For A-wings, I liked to place the beam recharge one notch above normal. For the X-wings, I put it on full recharge, since they are slower craft.



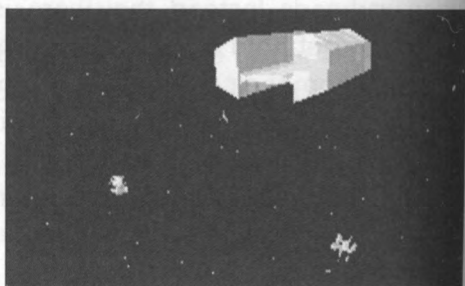
An X-wing turns to space particles.

The shuttle entered hyperspace and made it to safety, but the freighter had just reached the rendezvous point and was dropping off the two prototypes, which began flying — all too slowly, I thought — toward the corvettes they had been



Looking back at a freighter as a TRN blows.

Once the last of the X-wings had been destroyed, I moved in to finish off the rest of the disabled craft I'd left strewn around the area. About that time, our friendly Gunboats and corvettes arrived, ready to receive our cargo. Why did I think this mission was far from over?

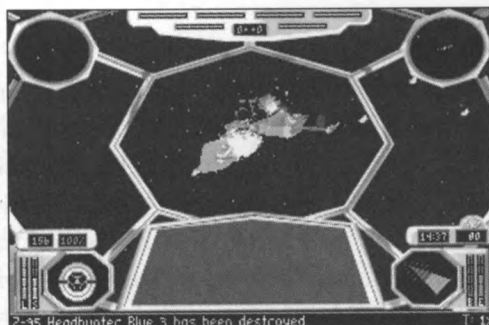


Prototypes emerging from freighter.

assigned to board. About that time, some Rebel Y-wings arrived. I reset all recharge rates to normal and headed out to the Y-wings, all but one of which were attacking the Gunboats. I figured I'd deal with the lone Y-wing, *Gold 1*, who seemed to be headed toward the freighter.

Now the situation became even more dire, as a Rebel Nebulon-B Frigate named *Hunu* arrived about 10 km away. Y-W *Gold 1* was destroyed, and I put my beam and laser recharge rates back to maximum and went to finish off the Y-wings. Meanwhile, the Frigate began launching Z-95 Headhunters. I finished off a couple of Y-wings, then headed toward the Z-95s. I checked the map. There was one Y-wing left, and I figured the Gunboats could take care of it. I was about 8 km away from the freighter and only 3 km from the corvette group, so to gain speed I reset lasers and beam to normal as I targeted the closest Z-95.

One Headhunter was attacking me as a second went after one of the Gunboats. Another Z-95 was launched as I destroyed the first. I took on Z-95s one after another. One tried to run back to the Frigate, but I shot him before he could escape.



Taking on the Z-95s

The Frigate left the remaining Z-95s behind and escaped into hyperspace as the corvettes were approaching their waypoints. I headed toward them and recharged my beam weapon. The prototypes made it to their respective corvettes, and I received the message that my primary objectives were complete. I was then ordered to enter M/CRV *Hashim 3's* hangar to end the mission. I finished off the remaining Headhunters before making for the corvette's hangar, and the possibility of some well-earned rest.

Mission Note: To kill the FRG *Hunu*, you must go after it as soon as you've killed at least half of the Y-wings. Ignore the Z-95s (let the GUNs handle them) since they only seem interested in attacking you and the GUNs. If you go after the FRG while there are still several Z-95s you have a chance. The FRG's stop condition is 75% destruction of the Rebel side.

Also, if the freighter gets disabled, but not boarded, one of the corvettes should send a tug out to repair it. However, this may or may not happen. If it does not happen after all Rebels have been eliminated, then the mission must be scrubbed and restarted. Best to neutralize those B-wings and transports quickly to keep the freighter from being disabled.

Debriefing

Primary Goals: All M/CRVs must arrive

TIE defender *Proto 11* must complete mission

TIE defender *Proto 12* must complete mission

Freighter *Mharsup* must survive

Shuttle *G'nabgib* must complete mission

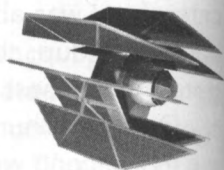
Bonus Goals: All Rebel craft must be destroyed

Freighter *Mharsup* must complete mission for 1000 pts

Nebulon B Frigate *Hunu* must be destroyed for 5000 pts

Mission 5

Trapped by Pirates!



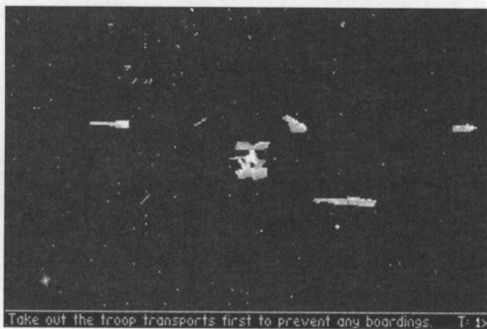
Mission Briefing

Our small convoy has fallen into a minefield trap! Surrounded by Type B ion-firing mines, our corvettes are in danger of being disabled and captured. The shuttle *G'nabgib* has already been captured. With little hope that reinforcements will arrive in time to save us, you must again fly a lone TIE defender and keep the corvettes safe until help can arrive. The Rneekii pirates have a Lorinar Strike cruiser and a small force of starfighters. You will carry a load of eight advanced missiles, and your craft will be equipped with our latest improvement in the tractor beam. Good luck.

After-Action Report

As I left the hangar, I checked the Inflight Map and was not pleased with what I saw. There were mines everywhere — 32 in all — arrayed in a roughly cubical shape. Our three corvettes, *Hashim 1, 2, and 3*, were arrayed in an echelon formation and were beginning evasive maneuvers at the outer edge of the mine-

field. Transport *Ibutho 1* had apparently just completed docking operations with SHU *G'nabgib*, so I put *Ibutho 1* in memory at F5. Perhaps I could find a way to stop them from escaping with the research scientist, even though that wasn't my primary mission. Too late! Even as I tried to place *Ibutho 1* in memory, it escaped into hyperspace. This meant trouble, but I had other problems at the moment.



Take out the troop transports first to prevent any boardings. T: 13

Start of mission

Three more transports of Ibutho's group were closing in on us, obviously intending to board and capture the corvettes. The Strike cruiser *Intombe* was only a kilometer away. There were also three pairs of R-41s joining the transports in the attack.

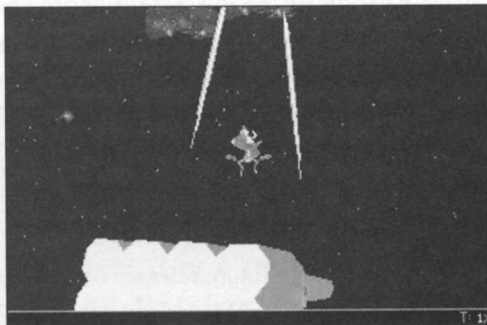
My first target was TRN *Ibutho 2*. I switched to missiles, placed both laser and shield recharge rates to maximum, and fired as soon as I had a lock. I then switched to lasers, brought his shields down, and finished by disabling him with ion cannons. Meanwhile, I was getting pelted by the mines, but I chose to ignore them for the moment. I targeted *Ibutho 3* and fired another missile, but my warhead was destroyed by a lucky laser shot. I fired a second missile, and this one hit. I followed the missile and disabled *Ibutho 3*. *Ibutho 4* was next, and was also soon disabled. Somebody was firing mag pulse weapons at me, but my priority was the transports. After firing my missile, I went in and destroyed *Ibutho 4*.

All three corvettes had been disabled by this time, but I don't think there was much I could have done about it. Despite that, I kept shooting mines whenever they came in my sights. One cannon shot destroyed a mine, so I would simply put the mine in my sights for an instant, fire, then proceed against my current target.

A new transport, *Ibutho 5*, was launched. I was close to the Strike cruiser by this time, and it was firing a hail of laser shots. I was afraid my missiles might get blocked if I tried to take out *Ibutho 5* using my standard procedure, so I went in and disabled *Ibutho 5* with lasers and ions.

Ibutho 2 was almost destroyed, so I gave him a few shots to finish the job. That's when the Strike cruiser launched yet another transport, *Ibutho 6*. I was getting nailed by the *Intombe*, but I came in after *Ibutho 6* for a final pass, just as he was coming in to board *Hashim 2*. I was careful to angle my craft so that I had a clear shot at *Ibutho 6* without endangering the corvette.

I set the throttle back to maximum and checked the situation. The R-41s had managed to do considerable damage to the corvettes, but the good news was that my reinforcements had begun to arrive. GUN Nu was first on the scene. Now that help had arrived, I thought it would be a good idea to take a look at the Strike cruiser and see if I couldn't put a dent in it. A very large dent . . .



Ibutho 6 about to dock with CRV.

The cruiser escaped into hyperspace, leaving the R-41s behind. I decided to help the Gunboats sweep the remaining pirate scum out of existence. Some of the R-41s were sitting still, as if they were waiting for something. If they thought we would take prisoners, they were in the wrong galaxy. Piracy is punishable by death, and I was about to execute the sentence.

Finally, there was only one R-41 left. The Gunboats were chasing him around, but didn't seem to be able to finish him off, so I went after him myself. Once I had destroyed the last R-41, and the Gunboats had begun clearing the minefield, I went in to help them out. They were quick, and often destroyed a mine before I could target and fire.

Once the last of the mines had been destroyed, I waited for the second group of Gunboats, which arrived at about 11:50 on the mission clock. My primary mission objectives were complete.

Debriefing

Primary Goals: 50% of transports must be destroyed
AND

All mines must be destroyed

M/CRV *Hashim 1* must survive

M/CRV *Hashim 2* must survive

M/CRV *Hashim 3* must survive

Assault Gunboat group Nu all must arrive

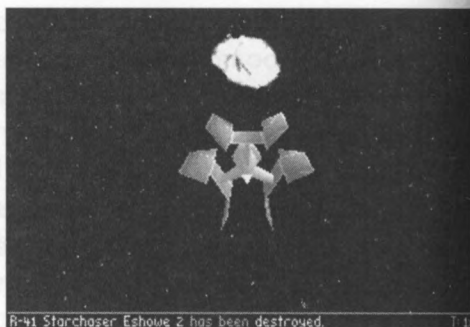
Assault Gunboat group Tau all must arrive

Bonus Goals: All R-41 Starchasers must be destroyed

Strike cruiser *Intombe* must be destroyed for 6000 pts*

***Mission Note:** To get all the Bonus Goals, you must attack and destroy the Strike cruiser early in the mission. The best way to accomplish this is to take space bombs on the mission and use them against the Strike cruiser. But you must get the transports before they can board any corvettes.

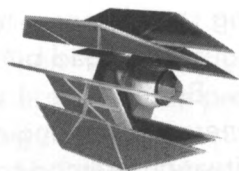
Version Note: In future releases of this mission, the destruction of the Strike cruiser will be removed from the bonus missions because it reappears in Battle 10, Mission 1!



End of an R-41.

Mission 6

Transfer Prototypes



Mission Briefing

The modified corvettes carrying the TIE defender prototypes from the last mission are still disabled, and are awaiting three Mssan cargo ferries that have been commandeered for us, one for each corvette. The T/D prototypes will be loaded onto the cargo ferries and taken to safety. Two of these cargo ferries have already arrived, but they are about 24 km away. Unfortunately, a Rebel strike force consisting of four X-wings, two B-wings and two A-wings also has arrived, about 20 km away. The Rebels are about 17 km from the cargo ferries. GUN Nu is still on the scene, but cannot handle such a force of enemy starfighters. We are awaiting the arrival of more Gunboats, but in the meantime, you must fly T/D *Delta 1* again and use the defender's superior speed to counter this threat.

Secret Orders

Admiral Zaarin may send forces into this area. Be on the lookout for any incursion from Zaarin. Destroy any ships he deploys.

After-Action Report

After the last mission, I had looked forward to some rest and recovery, but this was not to be. Once more, I was called to fly a solo defender mission against lopsided odds. If I could somehow survive yet again, perhaps then I'd qualify for some rest.

Checking the Inflight Map immediately upon entering the area, I could see that the three corvettes were still about where they were when I had last been behind the controls of my TIE defender. GUN Nu was headed toward the Rebel strike force, which was about 20 km away. I saved SHU *G'nabgib* at F5. I saved CARG *Mssan 1* at F6. I knew the B-wings would be a dangerous threat, and that they would be my responsibility; I saved B-wing *Blue 2* at F7. I put my throttle at full and laser recharge at maximum. Shield and beam energy was all redirected to the engines. The nearest enemy craft was X-wing *Red 1*. I switched to quad-fire mode and headed toward the Rebel force.

As I headed toward the X-wing, I kept transferring cannon energy to the shields until they were fully charged. I switched to single-fire missiles and closed in on X-W *Red 1* at a speed of 195. About 3 or 4 km away, I reset all recharge rates to maximum to lower my speed, then fired a missile at X-W *Red 1* when I achieved a lock. Immediately, I targeted X-W *Gold 1* and fired another missile. Switching to lasers, I finished off *Gold 1*, afterward redirect-

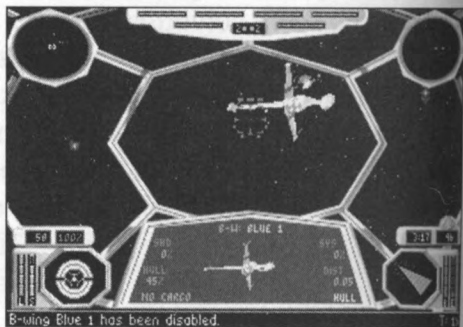
ing shield energy to engines to catch up to *Red 1*. I finished him off with a couple of quad bursts before he could escape into hyperspace.

By this time, I was taking fire from A-W *Azul 1*. I redirected the beam energy to the engines, called up B-W *Blue 1*, and sped off toward him. The situation seemed to be under control, that is until I noticed that some pirate T-wings and Y-wings had shown up in the area, and I didn't think they were here to help out. Not a chance! This was a different pirate group than the one I had met previously, and I figured their tactics might be different as well. Didn't really matter, though. There was only one outcome I was anticipating, and that was a lot of pirate debris. Once you had blown them up, all pirates were more or less the same.

The tug had docked with SHU *G'nabgib* by this time, and the Y-wings were attacking the corvettes. *Hashim 1* was disabled and a Corellian transport arrived. It looked probable that we would lose at least one corvette to the pirates, and there wasn't much I could do about it, as I was already up to my gun turrets in Rebels. It galled me to see the pirates have their way, but that was the situation for the moment.

Meanwhile, the CARGs were my responsibility, and the B-wings were closing in on them. GUN Mu was moving in toward the B-wings, but I didn't think it was prudent to expect them to do the job. I switched back to missiles and prepared to fire at B-W *Blue 1*. I reset shield and beam recharge rates to maximum and fired a single missile, then targeted B-W *Blue 2* and fired another missile. I redirected shields to engines and closed on *Blue 1*, resetting shield recharge rates to a notch above normal to help me match speeds with the slower B-wing. I began firing my lasers until *Blue 1's* shields went down, then disabled the craft with ion cannons.

Next, I bumped up my speed and caught up with B-W *Blue 2*. He had begun his attack run, but a well-timed missile forced him to break off, and I was able to go in and disable him quickly after that, leaving him to the not-so-tender mercies of the Gunboats. Meanwhile, M/CRV *Hashim 1* had been captured and taken to hyperspace. These lowly space scum had just managed to steal some of the Empire's most formidable technology! It was unthinkable. Still, I knew we would prevail in the end. There was no way this ragged bunch of criminals could threaten the mighty Empire.



Disabled B-wing

A-wing *Azul 1* was the nearest enemy, but I was thinking to go after the pirates to minimize the damage they might cause. Then the situation became even worse, if that was possible. Zaarin's forces appeared, as predicted by my contact in the Secret Order; three T/Ds from Z-Alpha group. I still headed toward the pirates, firing in a head-on pass at T-wing *Talon 1*. Then I saw that T/D *Z-Alpha 1* was attacking GUN *Mu 2*, and I decided to try to change his mind. I fired a missile at him, then increased the recharge rate on my beam weapon and came in behind the T/D. I engaged my tractor beam, then disabled *Z-Alpha 1* with ions.

Checking the map, I noticed that *Mssan 1* had left the area once the corvette they were to dock with had been captured. CARGs *Mssan 2* and *3* were about 4 km away. The two remaining corvettes were still in the same positions, but the *G'nabgib* had been repaired and had bravely joined the fight. *Azul 1* and *2* were still flying, as well as X-Ws *Red 2* and *Gold 2*. Two Y-wings, *Boegis 1* and *2* and T-wing *Talon 2* were still around, as well as TIE defenders *Z-Alpha 2* and *3*. We had a four-way snarl going — a nice, tight little mass of fun for some demented sort. I just wanted to figure out who to shoot at next!

My decision? Checking my goal screen, I saw that I was to destroy 75 percent of all Rebel craft, but the T/Ds were a bigger threat at the moment, so I employed my handy tractor beam and disabled T/D *Z-Alpha 2*, ignoring the pursuing A-wings temporarily. I followed the same procedure with *Z-Alpha 3*, who proved to be a bit elusive. I took a missile hit as I chased him, but ultimately left him dead in space. Next, I went after X-wing *Red 2*, adjusting recharge rates to match speed. Saving missiles, I chased after him with cannons and finished him off.

My next target was A-wing *Azul 2*, who seemed to be making a run for hyperspace. He took some missile hits from the Gunboats, and I was able to finish him off with a quad burst. The Gunboats had destroyed the Rebel craft I had left behind, and so our primary goal of destroying at least three-quarters of the Rebel craft was met.

I targetted Y-W *Boegis 1* and finished it off, then destroyed T-W *Talon 2* as well. Why they were still in the area, I couldn't imagine, but I was going to make them wish they hadn't loitered.

A new group of TIE defenders had arrived and was busily attacking the corvettes. I couldn't allow that, so I went after T/D *Z-Beta 1* with all



A T-wing flames out.

systems redirected toward my engines. I selected missiles in single fire mode and launched a warhead at *Z-Beta 1*, but I was too far out of position to prevent the first attack on *Hashim 2*. They were going after *Hashim 3* next, and I closed the gap and fired another missile at *Z-Beta 1*, following up with my beam weapon to trap him and disable him. By this time, the *G'nabgib* had finally entered hyperspace, and *Mssan 2* and *3* were following their flight plans. There were five disabled T/Ds littering the area. I decided to stay close to the cargo ferries until they had made it safely to hyperspace, postponing the final destruction of the TIE defenders until all our ships were safe. The mission clock was nearing 15 minutes.

Debriefing

Primary Goals: 75% of all Rebel craft must be destroyed

Shuttle *G'nabgib* must complete mission

Cargo ferry *Mssan 1* must complete mission

Cargo ferry *Mssan 2* must complete mission

Cargo ferry *Mssan 3* must survive

Secondary Goals: TIE defender group Z-Alpha must be destroyed

TIE defender group Z-Beta must be destroyed

TIE defender group Z-Gamma must be destroyed

TIE defender group Z-Delta must be destroyed

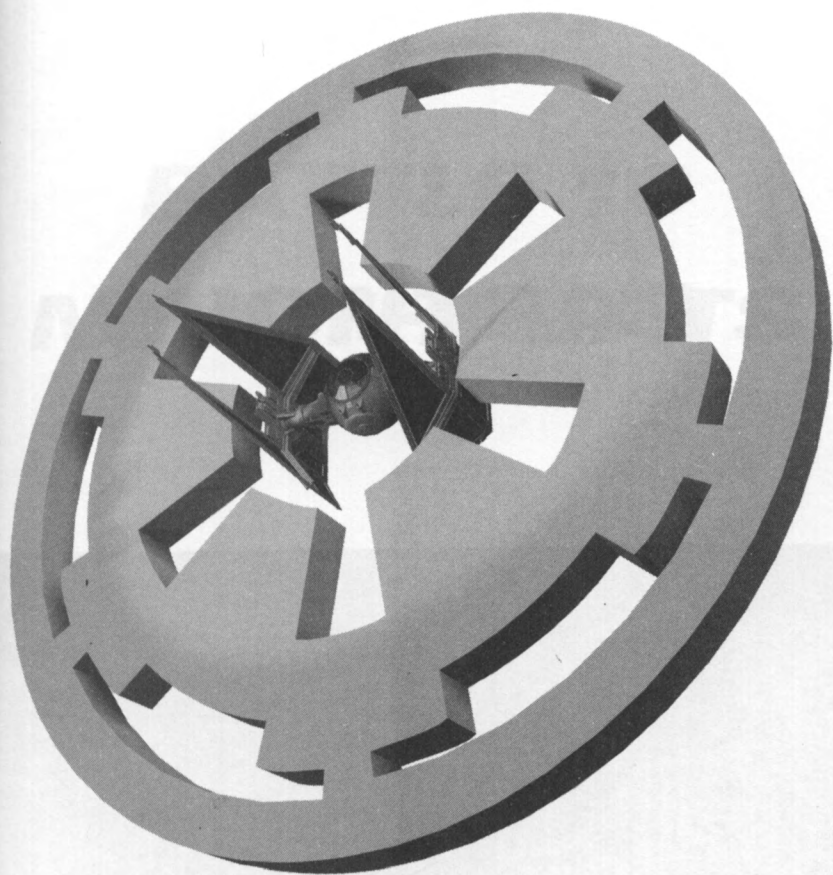
Bonus Goals: All Rebel craft must be destroyed

AND

At least one Nami craft must be destroyed

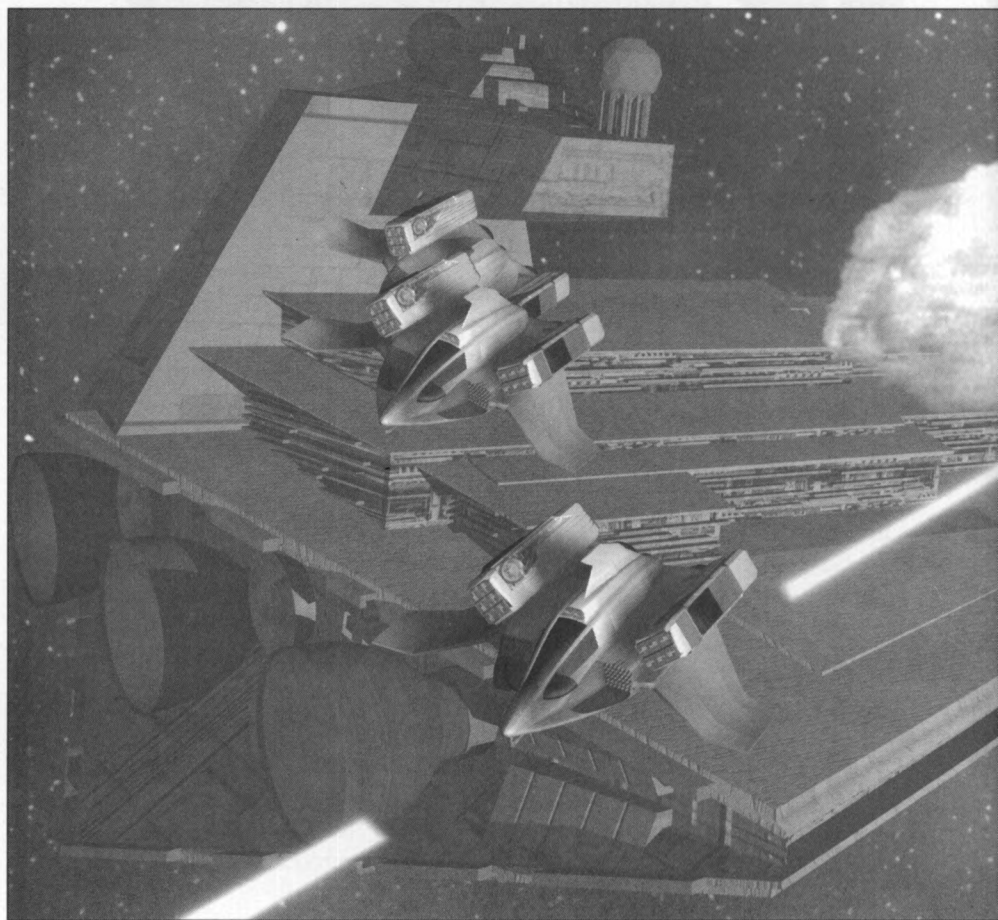
Mission Note: To get your primary success conditions, all three cargo ferries must make it to hyperspace successfully. The way the mission is built, it really doesn't matter whether they collect the TIE defender prototypes or not, or whether the corvettes are captured or destroyed. If you can keep the CARGs alive until they reach their jump points, you will succeed. In some instances, the CARGs may not jump, but will reach their waypoints and stop. If this happens, you can push them along by attacking them and lowering their shields. Once their shields are down to zero, they should jump. Don't destroy them, just lower their shields. After the CARGs are gone, you can jump to hyperspace as well, and the mission will be complete. These minor inconsistencies will be corrected in future revisions of this mission.

Version Note: In the first revision of Defender of the Empire, this mission does not quite work as originally planned. The pirates were supposed to capture *Hashim 1* and then jump to hyperspace. However, since they actually capture *Hashim 2*, they stick around. Future versions of this mission will operate as originally intended. This should not affect the mission too much, as you will still have plenty to do without worrying about the pirates.



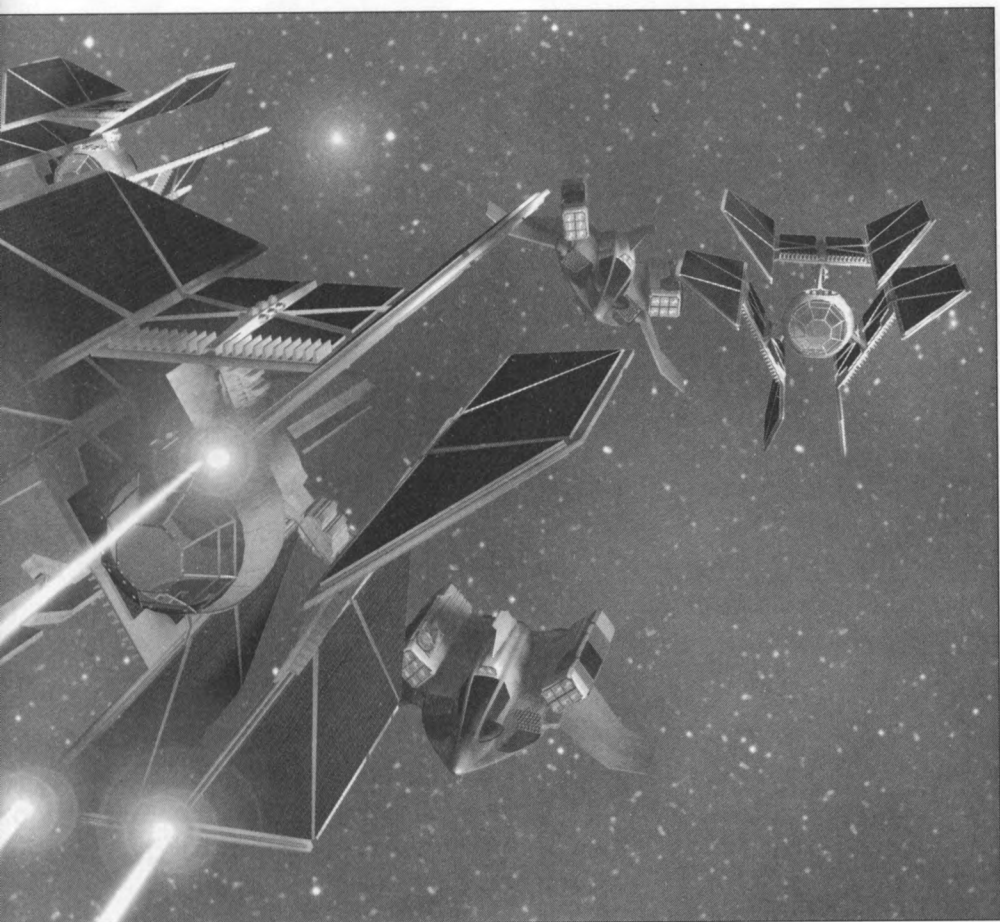
PART FOUR

PART FOUR



BATTLE 10
NEW THREATS

New Threats

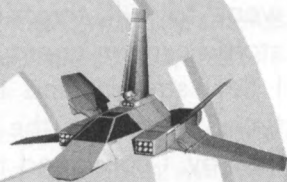


Battle 10

New Threats

Mission 1

Ransom



Mission Briefing

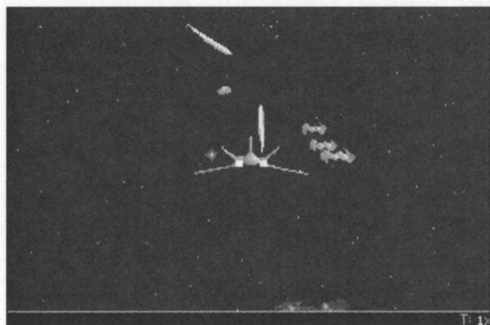
The Empire has reached an agreement with pirates who kidnapped our leading TIE defender technology scientist. Only one Imperial starfighter is allowed to accompany the ransom exchange, and you've been selected. However, the Empire has no intention of encouraging these petty thieves, and on the signal, "Full speed to Kilimaar!" you will join in the surprise attack we have planned. At that point, it will be your mission to protect SHU *Lambda 1*. The Interdictor *Red Claw* will arrive to prevent the pirates from escaping into hyperspace, and reinforcements will be launched to come to your assistance. But be aware that you will be the only Imperial starfighter present at the beginning of the operation. Disable the transport and protect the shuttle. You will pilot an Assault Gunboat designated *Mu 1*, armed with 16 advanced missiles and the improved tractor beam weapon.

Secret Orders

The pirate leader Tarrak is no ordinary pirate, but a member of the Nami, a once-powerful group of nomadic warriors. The Emperor is interested in taking Tarrak prisoner. Watch for any opportunity to capture her.

After-Action Report

At the start of the mission, I set my laser and shield recharge rates at maximum and placed the shuttle *Lambda 1* in memory at F5. Next, I placed the

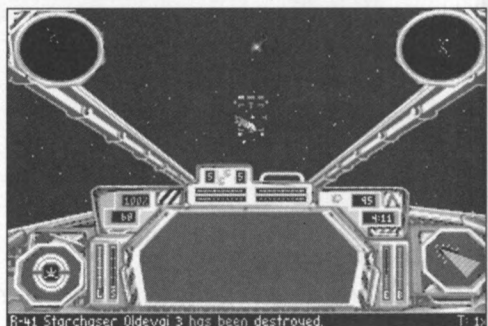


Start of mission



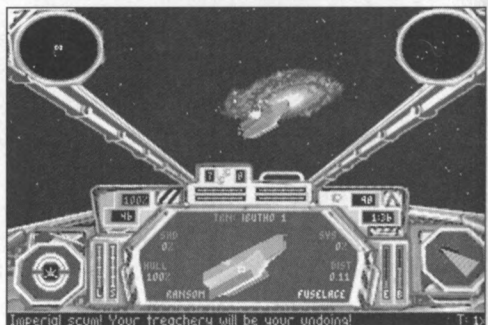
After the inspection of Ibutho 1.

pirate transport *Ibutho 1* at F6. I went to full throttle, transferring stored cannon energy to my shields. I flew straight and level for some time, inspecting the transport as I flew by. I continued toward the nav buoy, past the R-41s, and selected single-fire missiles from my weapons array. At 1:15 on the mission clock, I turned back toward the transport. At 1:30, I had a lock on the transport and fired a missile.



Destroying an R-41.

Quickly, I targeted the nearest R-41, again firing a single warhead. I repeated this with R-41 *Oldevai 2* and *3*, then recalled *Ibutho 1* from memory, caught up with the TRN and finished off its shields before disabling it with ions. The Strike cruiser's gunners were firing a barrage at me. In addition, the Strike cruiser had launched additional R-41s, and these went after *Lambda 1*. My task was to prevent any harm from coming to the shuttle, so I called up *Lambda 1* from memory and pressed A to see who was attacking it, quickly locking on and firing a missile at



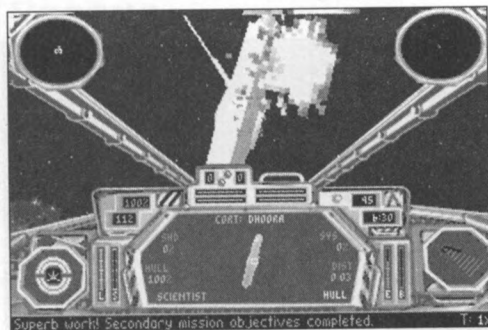
Disabling Ibutho 1.

the aggressor. The R-41s were launching every 10 seconds, so I was able to loop around and take each one out as it headed toward the shuttle. I used my beam weapon to help me lock on and destroy them quickly, all the while trying to avoid being hammered by some additional R-41s, whose job appeared to be protecting their accomplices attacking the shuttle.

Once I had destroyed all the R-41s who seemed to be attacking *Lambda 1*, I redirected all power to engines and caught up with the shuttle. By this time, another pirate force, Tarrak's by the look of them, had entered with Y-wings and T-wings. I couldn't prevent them from disabling the shuttle, but then I saw that the Y-wings were going to go after the *Red Claw*. I took the first one out with a pair of missiles, then went after the second and gave him the same treatment. Y-W *Boegis 3* was next, but I took a missile as well, absorbing it with my shields. The last Y-wing was *Boegis 4*. I switched to single-fire missiles, fired, then finished him off with my cannons.

Mission Note: Some R-41s will attack the shuttle, and some will attack you. The more R-41s you can destroy at the beginning of this operation, the fewer there will be to go after the shuttle. The Strike cruiser holds a total of 12 R-41s, so keep that number in mind.

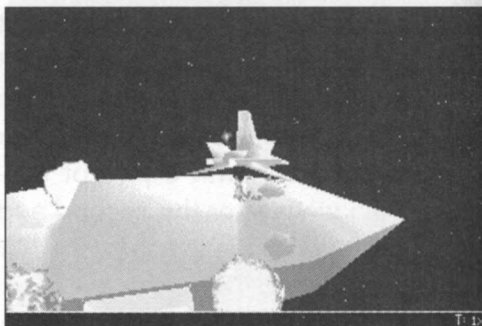
At about 5:00 into the mission, I checked the mission log. The pirate's Corellian transport *Dhoora* had completed its docking operation with SHU *Lambda 1*, and presumably they had captured the scientist. It was time to get him back again. I targeted the Corellian transport. (Since it was the most recently arrived craft, the U key brought it up in my CMD immediately.) I was taking a pounding from the T-wings, but the *Dhoora* was my first priority. I had to keep rebalancing my shields and transferring energy from my cannons, but I went after the ship with the scientist, bringing its shields down with my lasers and disabling it with ion cannons.



Disabling the Dhoora.

By this time, the situation seemed a bit more manageable. I was hoping someone would come out and repair *Lambda 1*, and someone else would capture the *Dhoora*. I saw that the pirate's Strike cruiser, the *Intombe*, had not been destroyed yet, and I figured to go help the TIE Bombers assigned to that mission.

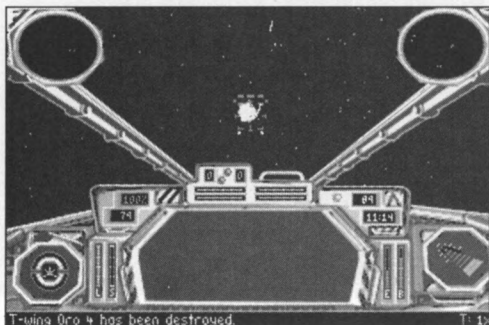
Checking the map, I saw that the Strike cruiser was about 6 km away. His hull was down to less than 50 percent by that time. I redirected all power except lasers to the engines and went at full throttle. As I approached the Strike cruiser, I redirected energy back into shields and beam to slow down, then began raking the Strike cruiser with my cannons. While I was doing so, the T-wings caught up with me and began pounding me with lasers and missiles. I kept firing on the Strike cruiser until it was destroyed. I didn't get credit for the kill, however, as one of the other ships fired the rocket that took out its last bit of hull.



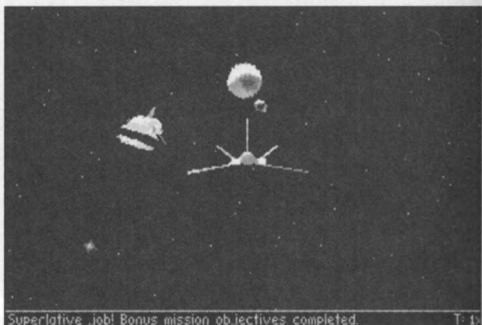
Last moments of the Intombe.

Time to finish off those T-wings. T-wings are small and fast, and deadly in a head-on attack. I decided I could use the beam on the T-wings, so I adopted a familiar strategy of getting in behind one, engaging the beam, then firing until it blew up. This tactic works well with small, fast, maneuverable craft. One of the TIE Interceptors was going after the last T-wing, and I used my beam weapon to help hold down the enemy while he got the kill.

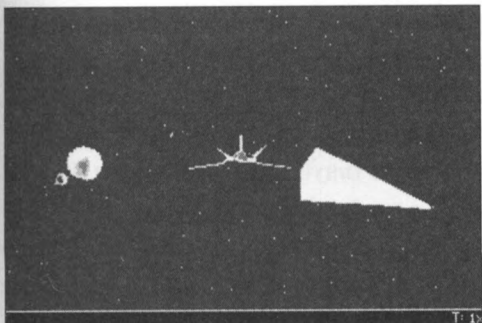
There were no more enemy ships anywhere in the area, so I flew back toward the Interdictor. The shuttle had been repaired and had made it to the hangar in the *Red Claw*. ATR Omega 2 was docking with the *Dhoora*.



Taking out a T-wing.



ATR Omega 2 captures the Dhoora.



The Red Claw at the end of the mission.

At 14:40 all mission goals were accomplished, but the *Red Claw* suffered damage to its hyperdrive. Now the Interdictor was trapped in this area of space until a repair crew could arrive.

Debriefing

Primary Goals: All R-41 Starchasers must be destroyed

Shuttle *Lambda 1* must complete mission

Interdictor *Red Claw* must survive

Strike cruiser *Intombe* must be destroyed

Transport *Ibutho 1* must be captured.

Secondary Goals: Corellian transport *Dhoora* must be disabled

Bonus Goals: Y-wing group Boegis must be destroyed for 1000 pts

T-wing group Oro must be destroyed for 1000 pts

Corellian transport *Dhoora* must be captured for 1500 pts

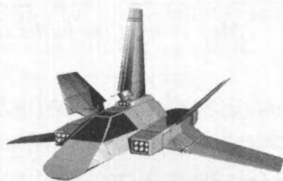
Version Note: ATR *Omega 2* has the job of capturing the *Dhoora*. If *Omega 2* is destroyed, there is no way to get the bonus goal of capturing the *Dhoora*. If you have done well with the other enemy craft, you may want to try to help disable and destroy the Strike cruiser as early as possible. Also, if you notice that *Omega 2* has taken some damage, you can try to target it and give it the Evasive Maneuvers order (Shift-E). This problem will be fixed in later versions of *Defender of the Empire* to allow for a backup, perhaps among reinforcements, should you call them in.

Mission 2

Rescue

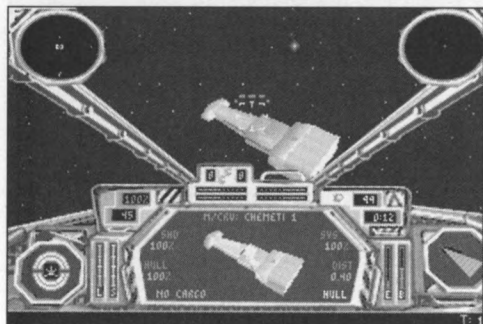
Mission Briefing

During the ransom operation, the Interdictor *Red Claw* was damaged and is stranded until help can arrive. M/CRV group Chemeti is on the way to deliver replacement parts and to collect the rescued scientist and pirate prisoners. You will fly CSP (Combat Space Patrol) over the area of the docking operations, then fly cover for the M/CRVs while they take the scientist to safety. The *Red Claw* will keep its own remaining TIE Bombers and Interceptors on patrol as well, and two Lorinar Strike cruisers will arrive in 30 minutes to protect the *Red Claw* while repairs are made. Once again, you

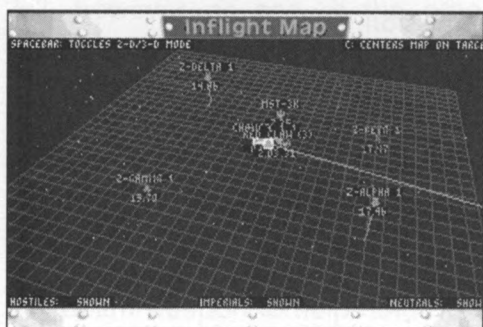


will fly the Assault Gunboat with a complement of 16 advanced missiles and the improved tractor beam. Watch for the arrival of four more Gunboats from Tau Squadron. They will arrive soon to help you protect the docking and transfer operation. However, our information suggests that Admiral Zaarin may be aware of this situation, so watch out for his TIE defenders.

After-Action Report



Arrival of M/CRV Chemeti 1.



Map view of the battle scene.

Immediately, I checked the map and saved the *Red Claw* at F5. The T/Is of Alpha Squadron were passing by me, and the T/Bs of Beta Squadron were a little distance off. Within seconds of the mission start, *M/CRV Chemeti 1* entered from hyperspace directly ahead, passing over me in its deceleration run. I hit full throttle with lasers and shields on full recharge and headed toward the corvette. A message told me that *Chemeti 2* had been delayed. I put *Chemeti 1* in memory at F6.

Once my shields were fully charged, I reset their recharge rate to normal. Some TIE defenders had entered the area; four groups of three ships each. A quick look at the map showed that they were coming from all directions. This was Zaarin's anticipated attack.

I checked to see which craft the defenders were attacking. *Z-Beta 1* was attacking the *Red Claw*, while *Z-Gamma 1* was attacking *Chemeti 1*. I went after *Z-Gamma* group; I switched to dual-fire missiles, redirected laser energy to engines and closed on the enemy at a speed of 156. *Z-Alpha* was attacking our TIE Bombers, who probably didn't stand much chance against the superior fighters. *Z-Delta* was attacking me, which was just as well. Now if I could take out *Z-Gamma* and *Z-Beta*, I would effectively complete the mission.

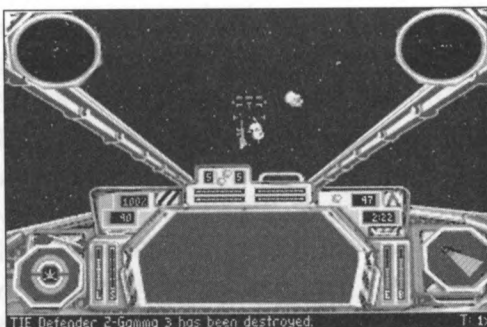
Once I was within missile range, I reset my laser and beam recharge rates to one notch above normal, the "increased" setting. I fired two missiles at *Z-Gamma 1*, then two more at *Z-Gamma 2*. T/I group Alpha was assisting me, and I proceeded to engage *Z-Gamma 3*.

Just like that, the threat from Z-Gamma was so much space haze, and I went after T/D Z-Beta. The quickest way to find Z-Beta was to recall the *Red Claw* from memory, then hit the A key to find who was attacking her. I directed energy to my engines to gain speed. Meanwhile, Z-Delta had caught up with me, and I wasn't sure if I could evade them long enough to take out Z-Beta. I saw that the Interdictor was still OK, so I turned and took out one of the Z-Delta group that was beginning to harrass me. Then I turned back toward Z-Beta. The Interdictor was doing a pretty good job of defending itself, and the TIE defenders from Z-Beta were shot up. I managed to destroy one of them, but the Interdictor got the other two.

About 6:00 into the mission, M/CRV *Chemeti 1* had boarded the *Red Claw*. Checking the *Red Claw*, I saw that nobody was attacking the Interdictor. I turned in behind Z-Delta 3, engaged the tractor beam, and fired a pair of missiles. Meanwhile, GUN Tau had arrived — four new Gunboats to help us turn away Zaarin's traitorous attack.

Z-Delta 2 was my next target, and soon after that he was debris. I had my laser recharge at zero and shields and beam at normal as I headed next toward Z-Alpha group, who were mixing it up with the Gunboats. As I closed on Z-Alpha, they turned to attack me. I took a missile just before firing a pair of my own into Z-Alpha 1. Z-Alpha 2 was being blasted by another Gunboat, so I turned my attention to Z-Alpha 3, using my beam and my last pair of missiles. There were no more enemy craft in the area, so I reset all my energy systems to maximum and turned back toward the Interdictor.

M/CRV *Chemeti 1* had made it to hyperspace. Part of the mission was done, but where was *Chemeti 2*?

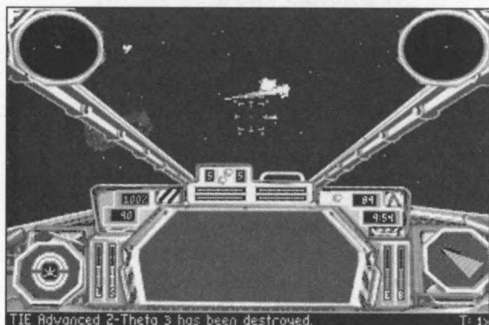


Z-Gamma 2 and 3 both go up in smoke

Mission Note: When dogfighting near a friendly capital ship, like the *Red Claw* in this mission, be careful not to let a stray shot hit it. If you do, you will receive return fire, making your mission that much more difficult. There's a chance that the Interdictor will destroy all of Z-Beta group. If that is the case, you can turn your attention more immediately to getting rid of Z-Delta. If necessary, you can call for a missile reload. This is fine as long as nobody is attacking the mission critical craft; *Red Claw* and *Chemeti 1*.

Then some new corvettes entered the area, followed shortly by a Nebulon-B Frigate called *Z-Kopsh*. The corvettes were *Chemeti 1* and *Chemeti 2*. What was going on? I listened in on a radio exchange between the newly arrived corvettes and the *Red Claw*. Something was fishy. The first *Chemeti 1* had had the proper identification codes, but now it looked as if it had been a fake. I placed the real *Chemeti 1* at F6 and *Chemeti 2* at F7

Now the situation became a lot worse. I was angry. I had just done a wonderful job of protecting the enemy! I was ready to exact some revenge on the starfighters that began to launch from the Frigate. The Frigate was launching TIE Advanced groups. I called for a reload, and once I had docked with the utility vehicle, I checked to see that nobody was attacking either of the modified corvettes before targeting the nearest T/A.



Blasting T/A Z-Theta 3

Mission Note: If you don't destroy Z-Theta quickly enough, they will launch space bombs and destroy the *Red Claw*. Therefore, it helps to try to reload as soon as possible in this mission so you can be in position to stop the space bomb attack.

Mission Note: If you clear up the initial threat from the TIE defenders, you can call for a missile reload, which would be a very good idea. However, once *Chemeti 1* has left and the new craft enter the mission, you'll have to act quickly again.

I targeted *Z-Theta 1* with dual-fire missiles and fired as soon as I had a lock, then switched to *Z-Theta 2*, followed by *Z-Theta 3*.

I checked the *Red Claw* and the two corvettes, but nobody was currently attacking either of them, so I went after the nearest enemy starfighter, T/A *Z-Eta 2*.

Before I could engage *Z-Eta 2*, however, *Chemeti 2* came under attack by T/A *Z-Zeta* group. I switched directions and targeted *Z-Zeta 1*, firing my missiles just as two enemy projectiles hit my ship, destroying most of my shields. I reset cannon recharge to maximum, but shields to zero. I kept transferring cannon energy to shields to try

to get some protection while I went after *Z-Zeta 2*, using my beam weapon to hold him so my missiles would be sure to hit. I got another missile warning, but I went after the next Advanced from *Z-Zeta* group.

Once there were nothing left of Z-Zeta, I checked the condition of the corvettes and the Interdictor, and they all seemed to be safe. I found the nearest enemy, Z-Eta 3, and went after him.

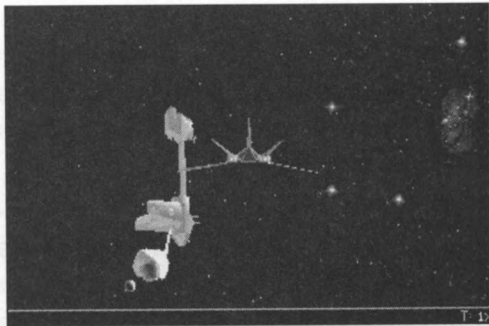
The basic tactic I used was to hit the T/As with missiles, using the beam weapon whenever I thought it necessary. Occasionally, I was able to use the beam weapon to hold an enemy still while other Imperial starfighters finished him off. I disposed of Z-Eta, and no additional fighters appeared from the Frigate, so I returned for a reload from the utility vehicle. At 13:30 into the mission, *Chemeti 2* entered hyperspace and I got my primary mission objective completion.

With my second reload, the clock read close to 15:00. I headed toward the *Z-Kopsh*. Switching to single-fire missiles, I targeted the Frigate's gun turrets, coming in head-on, and tried to remove its guns with the missiles. My mission was complete at this time, but I wanted to take out Zaarin's Frigate.

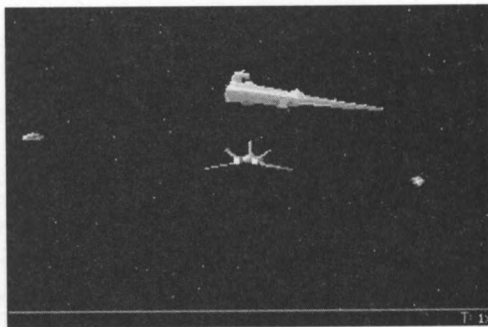
At about 31 minutes into the mission, I was still attempting to destroy the traitor's capital ship. A pair of friendly Strike cruisers had entered the area and launched TIE Interceptors to help protect the *Red Claw*. The Interceptors were joined by some TIE Bombers, and they all came to help me destroy the Frigate. I disabled Zaarin's ship just as the T/Is got within cannon range.

About three minutes later, the Frigate went up in a blaze of glorious fire and smoke, and I figured I was done with this mission. I headed toward the *Red Claw* and entered the hangar. It was a successful mission, after a fashion. Unfortunately, we saw the scientist to safety on the wrong ship. I was sure this mission's results would come under some heavy scrutiny, and was I ever glad I wasn't the one in charge. Just a dumb pilot; that's me.

Mission Note: Even if you see through the plot and attack the false *Chemeti 1*, you will lose. Surprises only work once, and sometimes it's necessary to "force" the story along a little. Nice idea, though.



TIE Interceptors firing on the Frigate.



Red Claw at the end of the mission.

Debriefing

Primary Goals: Interdictor *Red Claw* must be boarded

Mod. corvette *Chemeti 1* must complete mission

Mod. corvette *Chemeti 2* must complete mission

Bonus Goals: Utility tug *Rover* must survive for 100 pts

TIE defender group Z-Alpha must be destroyed for 2500 pts

TIE defender group Z-Beta must be destroyed for 2500 pts

TIE defender group Z-Gamma must be destroyed for 2500 pts

TIE defender group Z-Delta must be destroyed for 2500 pts

Nebulon B-2 Frigate *Z-Kopsh* must be destroyed for 3000 pts

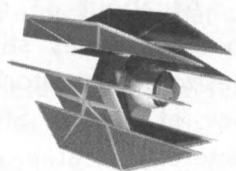
TIE Advanced group Z-Eta must be destroyed for 2500 pts

TIE Advanced group Z-Theta must be destroyed for 2500 pts

TIE Advanced group Z-Zeta must be destroyed for 2500 pts

Mission 3

Under the Gun



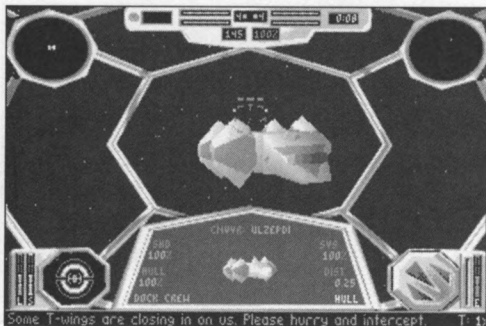
Mission Briefing

One of our cargo transfer areas is under attack, ostensibly by TIE defenders in the hands of Tarrak's pirates. A Rebel cruiser seems to be observing the action. Your job is to assist in the rescue of the personnel assigned to that area. They will be attempting to escape in a freighter.

After-Action Report

I was flight leader in a two-ship group of TIE defenders. My T/D carried eight advanced missiles. Our mission objective was to save the modular conveyor *Uzpedi*, which was attempting to escape a cargo transfer area that was under attack by pirates commanded by the notorious Ali Tarrak.

At the beginning of the mission, I realized that there was no time to waste. I targeted the first of the T-wings, *Gotmilc 1*, and flew on an intercept course with my lasers on full recharge, barely passing over the modular conveyor *Uzpedi* and putting myself between the T-wings and the *Uzpedi*. I also told my wingman to attack, though I think he would have done so anyway. No



The Uzpedi in trouble.

sense taking chances. I wanted all the help I could get.

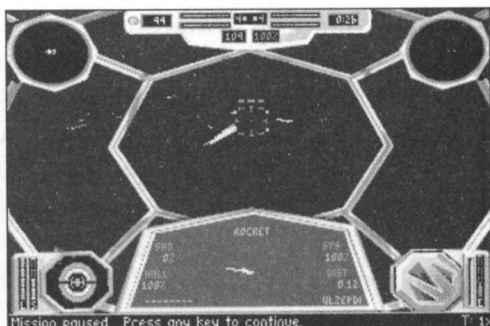
About 18 seconds into the mission, I got a message that some rockets had been launched. I knew that only a couple of hits could destroy the *Uzepdi*, so I started shooting single-fire lasers at the rockets to take them out. I knew it was of the utmost importance that I get them all. As soon as I saw the first yellow flicker of a rocket in the distance, I began firing, keeping T-W *Gotmilc 1* targeted.

Behind the rockets came the three T-wings, so I kept firing as we closed the distance, then fell in behind the nearest of them and destroyed it.

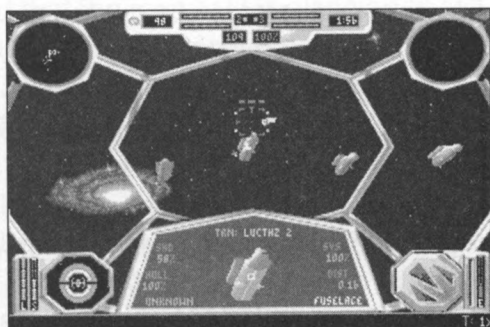
Five TIE defenders were busy destroying the containers, but I knew there was nothing I could do about it. Still farther away was a Rebel cruiser called the *Jester*. I knew that the officers aboard the *Jester* were observing the performance of Tarrak's ships.

With the help of my wingman, I destroyed all three T-wings. Following the T-wings were four transports from Lucthz group. These transports constituted another deadly and immediate threat to the *Uzepdi's* safety. I switched to missiles and took out *Lucthz 3* quickly, switching back to lasers to go after *Lucthz 2* while adjusting my recharge rates to match speeds better. Meanwhile, *Lucthz 1* had gotten a couple of clicks away, so I switched back to dual-fire missiles and launched as soon as I got a red lock on him. My wingman was engaged with *Lucthz 4*, so I went in to help finish the last transport off.

With the T-wings and the transports destroyed, the only remaining starfighters in the area were the TIE defenders of Bogie group. The container field was a mess by now. The T/Ds were destroying them systematically. I headed in that direction, hoping to salvage something, knowing that I would be too late.



Targeting a rocket.

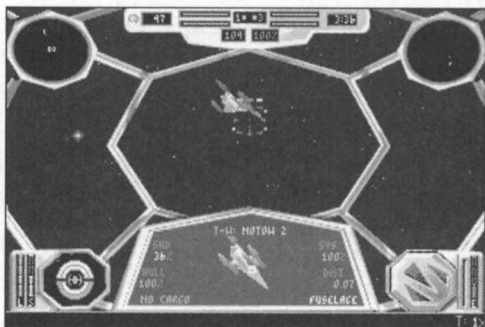


TRN Lucthz 2 in the CMD.

As I headed toward the T/Ds, two more groups of T-wings, Gotan and Notow, entered the area, seven new ships in all. Hitting the Z key to check who these ships were targeting, I saw that Notow was targeting me while Gotan was concentrating on the *Uzepdi*. I assigned my wingman to go after *Notow 1*, while I targeted the other. I placed both T-W Notow in memory locations. I recognized that these pirates were unconventional in their tactics, having led with their Bomber group (Gotan) while trailing with the interceptor group (Notow). If I had simply attacked the lead group, the trailing escort would have decimated me.

The destruction of the containers continued, and I was afforded the dubious pleasure of watching them explode at fairly regular intervals. A single missile took out *Notow 2*, and I turned to help finish off *Notow 1*, realizing in the process that my wingman was gone. I finished *Notow 1* and headed toward the T-wings from Gotan group, which had gotten past me and were headed toward the modular conveyor. I redirected all energy to my engines to catch up with them quickly. With all energy shunted to engines, my speed reached 218.

As soon as I had a yellow lock and realized that I was within range, I fired three of my missiles at successive T-wings. Then I pulled in behind *Gotan 1* and fired my lasers quickly, destroy-



Shields at 36 percent on T-W Notow 2.

Mission Notes: The two T-wings from Notow group are the most dangerous to the player, and should be taken out as soon as possible. The T-wings from Gotan group are going after the *Uzepdi* with rockets, but they will barely be able to reach the modular conveyor before it reaches its jump point.

The five T/Ds of Bogie will return to their mother ship after destroying all the containers. There is no way to prevent this from happening. They will then reemerge, this time armed with advanced missiles, and target the player's ship. The player's wingman has orders to leave when the second group is launched.

In Hard Mode, two additional T/Ds come out from group Badi. These come out as soon as Notow's ships are destroyed.



Firing on T-wing Gotan 1.

ing him just as he launched a rocket. I shot the rocket before it could get away. All the T-wings were gone now, and after about 30 seconds more, the *Uzepdi* jumped into hyperspace and the mission complete message flashed in the cockpit. Time to go home. But there were four enemy-flown TIE defenders coming after me.

There were some mines around the cargo area, but the T/Ds also destroyed the mines.

The *Jester* waits for 3:30 and flies home. It's pretty much impossible to destroy it. Don't bother.

Debriefing

Primary Goals: Modular conveyor *Uzepdi* must complete mission

Mission 4

Missile Boat Diplomacy

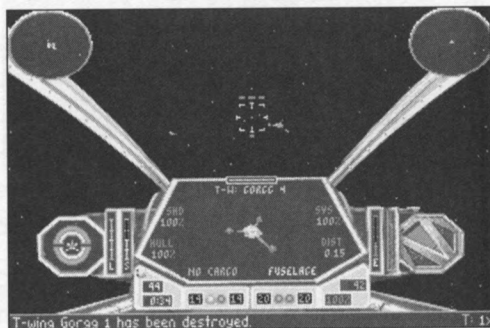
Mission Briefing

Our spies have found some TIE defender prototypes aboard one of Tarrak's merchant cruisers, and have determined that the merchant is planning to sell these prototypes to the Rebels. You will fly the new missile boat in support of a mission designed to capture the cruiser. ISD *Grey Wolf* will arrive to assist after the cruiser has been disabled.

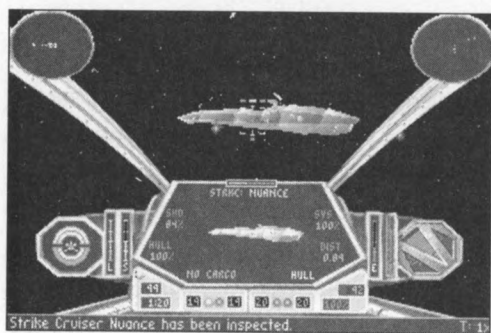
After-Action Report

This was the first time I had flown one of the new missile boats. I was flight leader in a two-ship group. These new missile boats were amazing. Mine carried 80 advanced concussion missiles, and I felt ready for anything. Our mission was to assist Gunboat group Mu in the disabling and capture of a neutral cruiser that was carrying TIE defenders for sale to the Rebels.

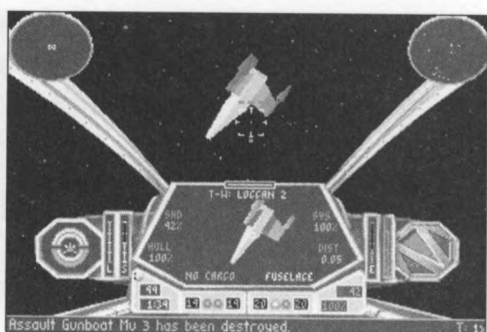
As we entered the area, the three Gunboats were right in front of me. I powered up my laser recharge rates and pressed R to locate the nearest enemy craft. T-wing *Gorgg 1* showed up in my CMD, and I noted that there were six T-wings of *Gorgg* group. I ordered my wingman to attack *Gorgg 1* and switched to the next in line, firing a missile when I had a red lock. As soon as I fired, I



Firing a missile at T-W *Gorgg 4*.

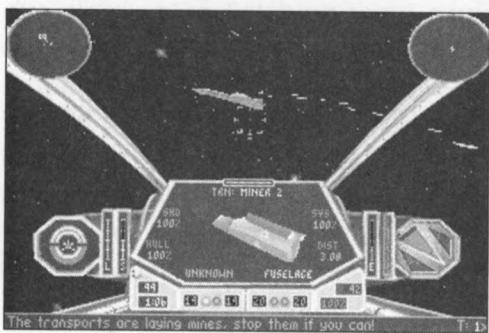


Inspecting STRKC Nuance.

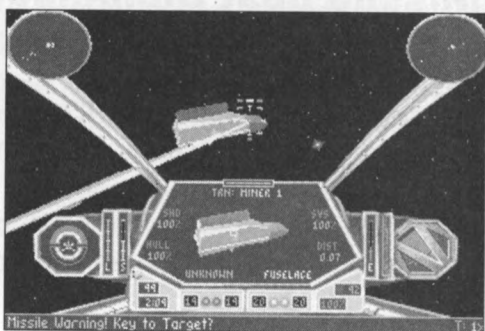


Another T-wing in my sights.

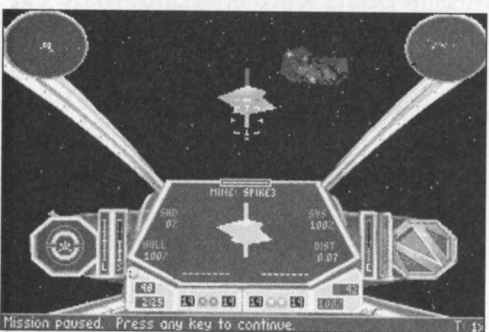
switched to the next T-wing and fired again. I destroyed four in quick succession while GUN Mu began a torpedo attack. About that time, I noticed some transports off in the distance. They were called *Miner 1* and *Miner 2*. These craft were laying a path of mines for the cruiser to use as protection,



The Nuance is dropping off mine layers.



TRN Miner 1



Targeting a mine.

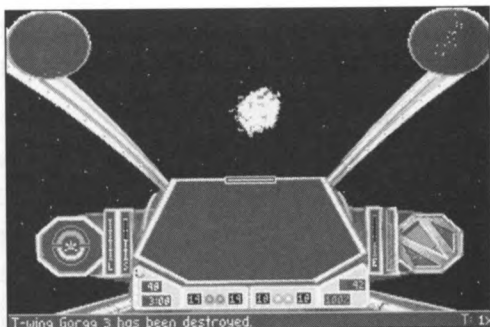
Mission Note: TRNs Miner will lay a tunnel of mines for the cruiser to follow. The best way to approach this mission is to take the transports out as quickly as possible so you don't have to contend with the mines they leave behind.

and I decided to take the transports out before they could fill the area.

I switched to dual missiles and used the overdrive booster to close quickly.

Once I was within range, I disengaged the overdrive booster and fired dual missiles at *Miner 3*. T-wings from Kurtang group were in the area, coming after me, and I got an incoming missile warning. After taking out *Kurtang*

2, I fired dual missiles at TRN *Miner 1*, then followed with an attack on *Miner 2*. Now I was after more T-wings, from Kurtang and Logan groups. I continued to fight the T-Ws, as three more T-wings from Vedorr group joined the battle. I took a lot of hits and my shields were depleted, so I circled until some repairs had been completed before engaging the new T-wings.



Taking out T-W Gorgg 3.

About five minutes into the mission, the shields of Strike cruiser *Nuance* were down; soon its systems were disabled by the Gunboats. I was able to destroy all the T-wings with help from my wingman, but he was killed toward the end of the dogfight. Now all that was left were a few mines and the Rebel cruiser *Prism*.

I switched to lasers to take out the mines. Even with only one laser cannon, the missile boat fired quickly and accurately, and I found myself warming up to her as I took out the few mines that had been laid. While I was doing that, the ISD *Grey Wolf* entered the area. Meanwhile, the Gunboats went after the *Prism*, and the assault transport *Sigma* was launched from the *Grey Wolf* to capture the cruiser. I headed toward *Sigma* to help it reach its destination safely.

By this time, there was only one Gunboat left, but he kept attacking the *Prism*. At about eight minutes into the mission, the ATR began docking procedures with the *Nuance*. The docking operation took about 30 seconds, then the *Sigma* headed back toward the *Grey Wolf*. I thought about going after the *Prism*. I had more than forty missiles remaining, and after I had escorted the *Sigma* into its hangar, I received my mission complete message. I fired about 28 missiles at the *Prism*, hanging just over 3 km away so she couldn't return fire. Then I tried to finish her off with my lasers, but she escaped into hyperspace. I could have

Mission Notes: T-wings all carry regular missiles. Both cruisers also carry regular missiles.

Missile boats are equipped with special boosters called the Sub-light Acceleration Motors (SLAM). These special boosters will double the speed of the missile boat, drawing power from the laser energy reserves as long as they last. These boosters may be used to catch up quickly with an enemy, or to boost speed before firing warheads, which makes them more likely to hit fast-moving targets.

On Easy mode only, if your first group of Gunboats is destroyed, three more will be created.

finished her, but I was a little slow. I took out a Rebel probe before heading back to the *Grey Wolf* and entering the hangar. Mission complete.

Summary

First you want to destroy the six T-Ws Gorgg quickly. Use overdrive boosters. They must not intercept the Gunboats. Then go after TRNs *Miner 1-3* before engaging the rest of the T-wings. If all three Gunboats are destroyed before the cruiser gets disabled, the mission cannot be completed (unless in Easy mode, as noted previously). You might want to help attack the *Nuance* if necessary.

Debriefing

Primary Goals: Imperial Star Destroyer *Grey Wolf* must survive

Assault transport *Sigma* must complete mission

Strike cruiser *Nuance* must be boarded

Bonus Goals: Carrack cruiser *Prism* must be destroyed for 6350 pts

Probe Yey must be destroyed for 1300 pts

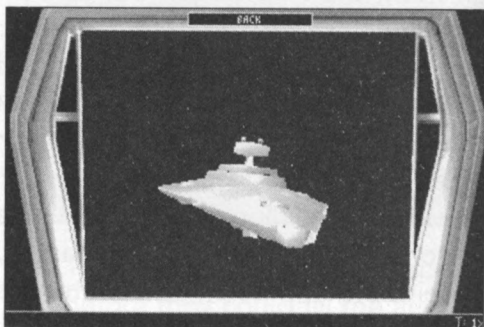
Mission 5

Rebel Assault

Mission Briefing

The Rebels have responded to our capture of Ali Tarrak's TIE defenders by mounting a counterattack against the *Grey Wolf*. You will use the missile boat to thwart their attack and take out their Carrack cruisers. Teach the Rebel scum a lesson.

Three Rebel cruisers have appeared to attack the *Grey Wolf*. It seems that the Rebels want to get those TIE defenders back, and are going after our Star Destroyer. But Admiral Thrawn will not show any sign of weakness, and we've been told to stand our ground. TIE fighters Alpha and Beta have already been launched, and are dogfighting the Rebel A-wings that were escorting the cruisers. You will fly a lone missile boat armed with 40 advanced missiles and 10 space bombs. Your mission is to thwart any torpedo attacks on



Looking back at the *Grey Wolf*.

the *Grey Wolf*, and to destroy the cruisers. This is a tall order for one lone craft, but you are well armed. Be prepared, and do your duty to the Emperor!

Secret Orders

Destroy any shuttles or transports that launch from the cruisers. No Rebels are to escape, particularly not any officers from the cruisers.

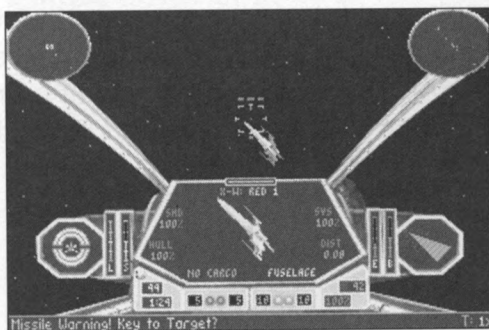
After-Action Report

As the mission began, I almost immediately got the message that T/F *Alpha 1* was destroyed. Most of T/F *Beta* was already gone. I flew out to see if I could help, targeting A-W *Red 1* and switching to dual missiles. I didn't use my overdrive boosters because I would have arrived at the battle scene with no lasers and low shields. Instead, I recharged my lasers and shields en route, noting the destruction of T/F *Alpha 2* as I closed on the battle.

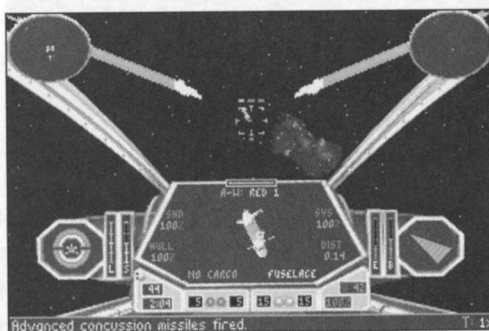
Transport *Omega* was on the scene, ready to reload me as needed, so I didn't worry about conserving missiles. I fired dual missiles at the nearest of the A-wings, which turned out to be *Red 2*. I waited until the missiles were halfway to him, then hit him with the tractor beam, making him a perfect target for my warheads. He fireballed, and I turned my attention back to A-W *Red 1*.

About this time, two groups of X-wings appeared — eight in all — and they were headed toward the Star Destroyer. Fearing that they might be carrying warheads, I turned to intercept them. Since they were engaged in attacking the *Grey Wolf*, they flew a straight path, and I was able to take them out one at a time with dual missiles.

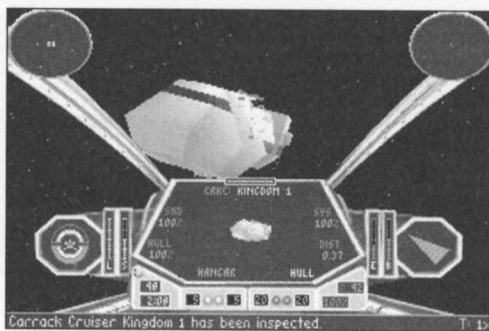
Once all eight X-wings had been destroyed, I went back after the A-wings and some Z-95s that had been launched. The Headhunters required only a single missile each to destroy, and using the beam weapon I made short work of them. The A-wings were tougher, and I wasted a few missiles, but ultimately I got them all.



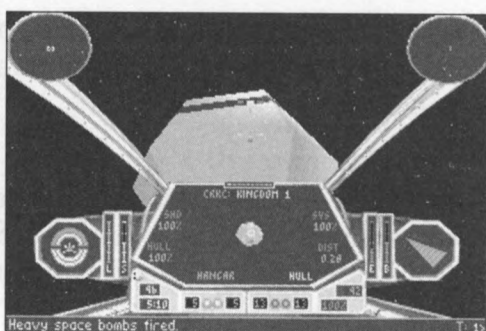
Target: X-W *Red 1*



A pair of missiles for *Red 1*.

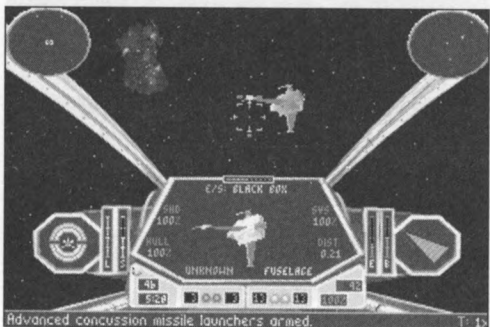


Inspecting CRKC Kingdom 1.



Firing space bombs at CRKC Kingdom 1.

Now I headed toward the Rebel cruisers. I targeted CRKC *Kingdom 1* and switched weapons to space bombs. I launched five space bombs quickly at her from a distance, taking a chance that they would not be intercepted. All five hit, and I followed with some missiles to take her out. As I closed in, some Z-95s launched, and I took them out as they were still on their pre-set launch path. I finished off the cruiser with lasers.



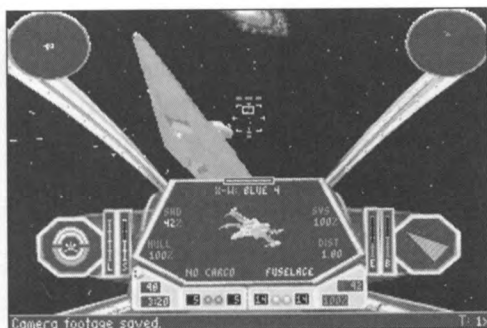
E/S Black Box

The cruiser had launched an escort shuttle called *Black Box*, and I decided to use my boosters to catch up with him. I flew in close and inspected the *Black Box*, then finished it off with my remaining missiles. Heading back toward the cruiser, I realized that I was pretty much out of weapons.

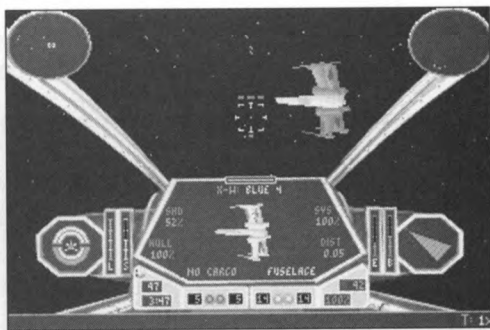
Eight Y-wings from Red and Blue groups had appeared. They were carrying space bombs, and so I headed back to help destroy them with my lasers. They were already weakened by the Star Destroyer's fire, but I had to finish them off. The Star Destroyer had taken a lot of damage, and her shields were out.

I went in toward the cruisers again and launched my remaining space bombs, then, with no more starfighters in the area, I went for a reload from TRN Omega. I set all my weapon and shield systems to full recharge and turned the nose of my craft to face the oncoming cruisers. By the time I had

Mission Note: The *Black Box* will launch as soon as you attack *Kingdom 1*. Be sure to intercept and destroy the *Black Box* as soon as it launches to obtain the bonus and secondary goals.



X-W Blue 4 attacking the Grey Wolf



Up close with X-W Blue 4

finished reloading, the remaining cruisers were in range of my bombs. Before the operation was completed, the cruisers came within range and began to fire at me, so I hit the throttle and went after *Kingdom 2*. I had already damaged *Kingdom 2* with some bombs, so I dropped a couple more into it and finished it off with lasers. I used my remaining six bombs on the last cruiser, which by this time had gotten within range of the Star Destroyer. They were exchanging fire. One of my space bombs missed, so I began shooting missiles until *Kingdom 3* fireballed like the others.

Just in time, I got the mission complete message.

Summary

Engage the A-wings first. When the X-wings appear, stop them immediately. Stop any Z-95s that are launched. Same with the Y-wings. These are primary threats to the Star Destroyer, especially the X-wings and Y-wings, which carry space bombs. Next attack *Kingdom 1*, then go after E/S *Black Box*. Inspect it and then destroy it immediately with a trio of advanced missiles. Finish off *Kingdom 1* and launch any remaining space bombs at *Kingdom 2*, get a reload and finish off the remaining cruisers.

Mission Notes: T/F *Beta 3* does not usually survive the first minute of the mission. His destruction triggers the entry of two groups of four X-wings. If *Beta 3* does survive the first A-wing attack, he'll head over toward the cruisers to get destroyed and the X-wings will arrive later. Whenever the X-wings do appear, take them out as quickly as you can. They should become an immediate priority. Intercept them before they can launch their bombs at the *Grey Wolf*. Use the overdrive boosters if necessary. If any Z-95s are launched, take them out with single missiles.

Remember, you can actually fire weapons during the reload process. The docking will continue to reload you each time you fire. If your target is within range, this is a handy cheat. You can also hit the throttle and start flying around. The docking will continue to reload warheads even though you are in motion now.

Debriefing

Primary Goals: Imperial Star Destroyer *Grey Wolf* must survive

Carrack cruiser *Kingdom 1* must be destroyed

Carrack cruiser *Kingdom 2* must be destroyed

Carrack cruiser *Kingdom 3* must be destroyed

Secondary Goals: Escort shuttle *Black Box* must be destroyed

Bonus Goals: Escort shuttle *Black Box* must be inspected for 5000 pts

Mission 6

Eliminate TIE Defender Factory

Mission Briefing

This mission is a full-scale assault aimed at destroying Tarrak's TIE defender factory. To accomplish this end, you will clear the defenses from the facility and help bring it down. First, you will have to clear a minefield comprised of type C mines. These are lethal mines, and must be taken out. Watch out when you destroy one, though, as it will launch a missile of its own as it explodes. Also, you will destroy the factory's advanced anti-warhead system. There are also a half dozen TIE defenders. When you arrive, they will not be active, but assume that they will be manned and activated soon after the attack begins.

Admiral Thrawn is overseeing this mission personally from his flagship Star Destroyer *Grey Wolf*. Thrawn's flagship will be protected by two groups of TIE Interceptors. Once you have destroyed the factory's defense systems, TIE Bomber group Beta will attack and destroy the facility with rockets. Your missile boat will be loaded with a total of 80 advanced missiles as well as the improved tractor beam.

Secret Orders

When the factory's shields are down, the pirate Tarrak will attempt to escape. Help GUN Tau to bring the escape craft's shields down quickly. Since you don't have ion cannons, you'll have to depend on the Gunboats to finish the job.

After-Action Report

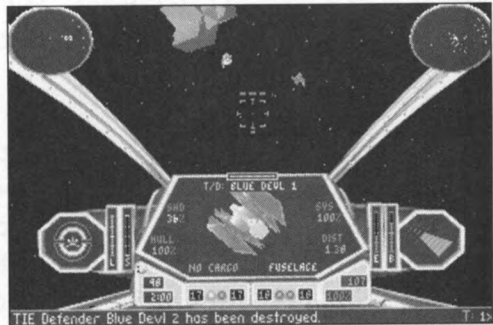
I went to the map as soon as I left *Grey Wolf's* hanger. About 6 km away, a group of T-wings and T/l's were dogfighting, but the T-wings were outnumbered. About 13 km away, a group of about five Y-wings was gathered, apparently getting ready to attack the Star Destroyer. At 18

km, Tarrak's factory was surrounded by the type C mines. There were also some containers with TIE defenders parked next to them. The TIE defenders were designated *Red Devil 1-3* and *Blue Devil 1-3*. I realized that my only hope of getting to these starfighters before they became operational was to engage my SLAM.

Closing the map, I targeted the nearest enemy, T-wing *Pincer 5*. I set lasers to maximum recharge, shields and beam to minimum, then engaged the SLAM. I reached a speed of about 304, blasting past the T-wings and on toward the Y-wings. I targeted Y-wing *Gold Devl 5*. Switched to dual-fire missiles and destroyed the enemy craft. I wasn't sure if I could have blown away any more of them, but I was after the TIE defenders. When the overdrive ran out of energy, I waited until the lasers were charged up a little, then reengaged the SLAM. I targeted the nearest of the TIE defenders, *Red Devil 1*, and switched to single-fire mode with beam recharge at maximum. I fired a missile at the first T/D, then fired another missile at each of the other T/Ds of Red Devil. Now I reengaged the overdrive and headed toward the Blue Devl group, repeating my single-missile attack on them.

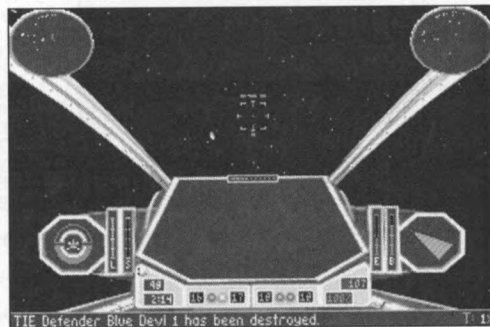
The targeting computer showed the nearest enemy was a mine, and the message log showed that in the first moments of the attack, a Corellian transport had entered the area, but had returned to hyperspace within about a minute. I was reminded to take out the factory's warhead launcher, and I noticed that the TIE Interceptors were taking on the Y-wings I had let go.

My method for taking out the Type C mines was to fire three missiles at three mines, then switch to cannons and shoot down the missiles that were coming at me. This was not particularly easy, but it was quick and effective



Taking out T/D Blue Devl 1.

Mission Note: If you have any trouble getting to all the T/Ds in time, you might want to skip the first Y-wing and just target *Red Devil 1* from the start.



Last of the T/Ds turns to wreckage.

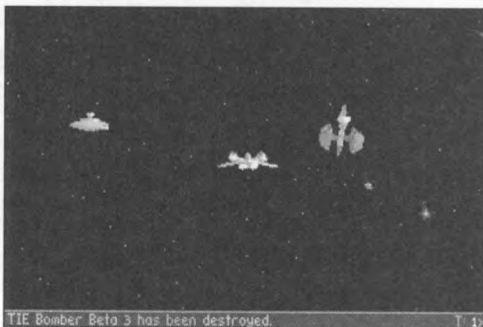
Mission Note: Ace pilots can develop a fast timing that helps them destroy the Type C mines. Because the mines are stationary and the missile boat's targeting computer is very fast, you don't have to wait for a complete red lock. Once you line up with a yellow lock, fire a missile, then switch to the next mine, fire again, and switch and fire again. Be quick about it or the mine's own lasers may block your missiles. By the time you've fired at the third mine, the first missile should be hitting the first mine, which will launch a retaliatory missile. Press the Space Bar to target the incoming missile and shoot it with cannons. By this time, a second missile will be on the way; shoot it and then the third. If you're really quick, you can take out the entire minefield this way. However, for mere mortals, you may have to take a more cautious approach, taking out one or two mines at a time. Keep lasers and shields at full recharge, and beam at normal. Be aware, however, that some friendly T/Bs enter the area when half the mines have been destroyed, so you don't want to take too long to get rid of them or you may lose some of your Bombers.

Mine shooting, especially against Type C mines, takes a lot of practice. One tip is to go into the mission with invulnerability and unlimited ammo turned on for practice, then, once you have it down, go in and fly the mission for real.

and entailed minimal risk to my ship. I switched back and forth between warhead launchers to keep my loads about even on both sides.

Once I had come in close enough to the factory, I swung in around a container, inspecting it to see that it had no cargo. I tried to keep the container between my ship and the factory while I targeted the factory's warhead launcher on the CMD. Once I had it targeted, I quickly launched four missiles, two at a time, hoping to overwhelm the warhead defense system with numbers. Normally, a multiple attack is the most likely to succeed.

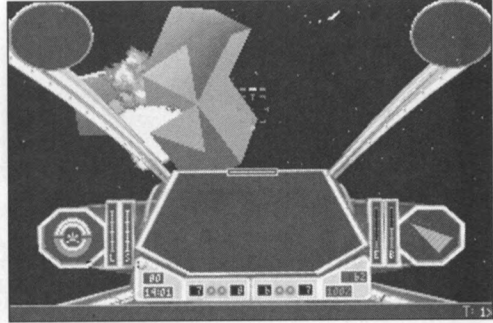
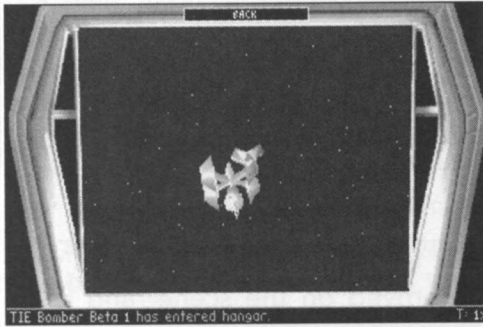
I returned to mine sweeping, resetting my warhead launchers to single fire. Finally, at 16 minutes into the mission, I had finished clearing the minefield. I had fewer than 30 missiles left, but the situation looked promising. Checking the map, I saw that TIE Bomber Beta had already launched a salvo of rockets to take out the containers as they prepared to make an attack on the factory. TIE Interceptor groups Alpha and Gamma were still around, some distance from the *Grey Wolf*, which was about 10 km from my position.



TIE Bomber Beta 3 has been destroyed.

The factory under rocket attack.

I decided to help the TIE Bombers by flying in and drawing fire away from them. The Bombers were carrying rockets, which would do more damage than I could with my missiles.



The container frags with help from the factory.

I saw that container group Pi had been ignored, so I decided to strafe them while using them as a shield from the factory's fire. I watched in my rear view, veering as necessary to avoid being hit by any shots that got by.

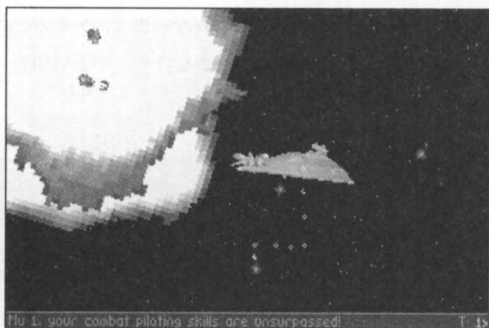
The factory's shields were down to about 20 percent. I used my SLAM after making each firing run to outdistance the factory's gunners quickly, then turned around and went back in. I tried to stay within range of the factory's gunners to keep drawing fire, and I also fired a few warheads of my own at the laser turrets to try to cut down even further on the factory's defenses.

As soon as the shields on the factory were down, Corellian transport *Dhoora* launched. My guess was that Tarrak was aboard, and I headed toward it. Three missiles quickly took out all but 20 percent of the TRN's shields. One final missile finished off the shields, but the Gunboats weren't in position yet to disable the evacuee, so I engaged my tractor beam to hold it in place until they arrived. The Gunboats came in directly in front of the fleeing craft, and quickly disabled it. Now Tarrak was as good as captured.

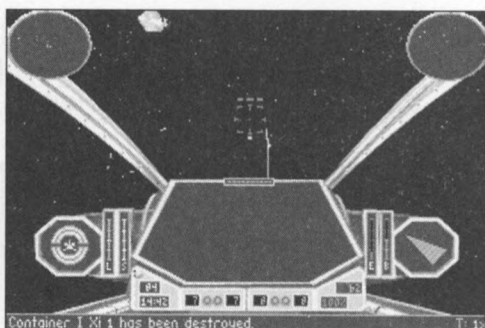


Using the tractor beam to hold the transport.

I returned my attention to the factory. I had twelve missiles left, and I fired all twelve at the platform. A reloading tug was launched, so I targeted it at about the same time the factory went up in flames.



The factory blows up nicely.



Shooting a missile.

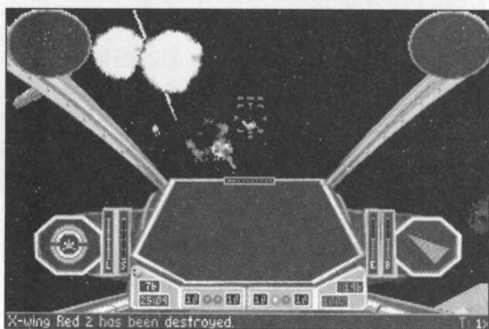
Now you would think that would do it for this mission. Our goals were complete. But then a Rebel strike force arrived on the scene, and I rendezvoused with the reloader before taking on the newcomers.

The Rebel force consisted of the Calamari cruiser *Independence*, two Strike cruisers from group Lonsigar, and some X-wings and A-wings. Once my missile boat was reloaded, I went to full throttle and targeted A-W *Blue 1*, which was already heading back toward the hangar. I redirected everything to engines to catch up, then fired as soon as I had a red lock.

Several other A-wings were chasing me while still others were engaged with our TIE Interceptors. Our B-wings were taking out the remaining containers while transport *Epsilon 1* was headed out to board the *Dhoora*, and some of our Gunboats were going after X-wings. I decided to go after the A-wings who were showing a little too much interest in the Bombers, but before I could get there, they were destroyed. A-W *Blue 5* was firing a missile at me, and *Blue 6* was joining the fun, so I targeted *Blue 6*, used my beam weapon, and destroyed him quickly. I then finished off *Blue 5* before dispensing with the damaged *Blue 2* with a single missile. After that, I took time to note that the Gunboats had the situation in hand against the X-wings.

At 23:00 on the mission clock, I got a message that the Corellian transport *Dhoora* had been captured. The Emperor would be pleased. We had Tarrak.

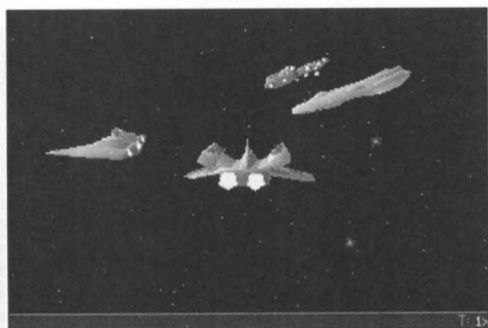
Once all the A-wings were gone, I went after the remaining X-wings, using my SLAM to get into the action quickly. There were only two X-wings left, and then one, as I pegged X-wing *Red 2* with a missile.



X-W Red 2 is dust.

Red 3 was in better shape, but I switched to dual-fire missiles and shot him in a head-on pass. My next target: the *Independence*. The cruiser had two warhead launchers, one on each side, so I targeted each in turn and fired a pair of missiles at them. Once the warhead launchers were destroyed, I targeted *Lonsigar 1*, which also had warhead launchers. I lined myself up to get a good shot at the launchers and fired a pair of missiles. I then targeted the warhead launchers on *Lonsigar 2* and destroyed them as well.

Finally, I flew between the two craft, firing as I went and trying to get them to shoot at each other. With the warhead launchers destroyed, I went after the gun turrets, firing dual missiles at them as well. I retreated outside the range of the capital ship's guns when my shields got low. It took more than twenty missiles to finish off the Strike cruiser *Lonsigar 1*.



The end of a Lonsigar.



A last look at a Rebel cruiser.

Mission Note: *Lonsigar 2* may take off and head away from the action if you destroy the *Independence* first. If so, you can still catch up with it using your overdrive and destroy it with missiles.

Now it was time to get busy with the cruiser *Independence*. With its warhead launchers gone, it was just another capital ship, albeit a big one. Unfortunately, none of the other Imperial ships in the area seemed interested in taking it on, so I was on my own. I targeted the laser turrets and fired all my remaining missiles from a distance, then called for a reload. The mission clock read about 30 minutes. All primary mission goals were accomplished, as well as the secondary goal of capturing Tarrek's escape vehicle.

Once I was loaded up, I began launching missiles as fast as I could. The cruiser had about 42 percent shields remaining at this time. Within minutes I had whittled its defenses to a thin veneer. Her guns blocked some of my missiles, but with a full load of 80, the cruiser didn't stand a chance.

Debriefing

Primary Goals: All container 1s must be destroyed

AND

All TIE defenders must be destroyed

Imperial Star Destroyer *Grey Wolf* must survive

X7 Factory Tarrak must be destroyed

Mine group PAN must be destroyed

Mine group PAS must be destroyed

Y-wing group Gold Devl must be destroyed

Secondary Goals: Corellian transport *Dhoora* must be captured

Bonus Goals: All X-wings must be destroyed

AND

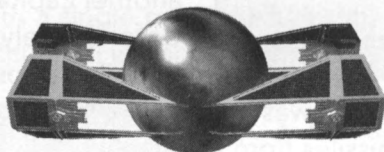
All A-wings must be destroyed

Calamari cruiser *Independence* must be destroyed for 6000 pts

Strike cruiser *Lonsigar 1* must be destroyed for 2500 pts

Strike cruiser *Lonsigar 2* must be destroyed for 2500 pts

Mission Note: Corellian transport *Dhoora* should be named *Choorra*. You will recall CORT *Dhoora* from Battle 10, Mission 1. Of course, the *Nami* may be tricky, and give the same name to more than on ship in order to confuse you!



U.S. \$12.95
CAN. \$21.95
U.K. £13.99 NET

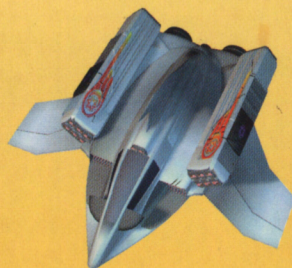
ELECTRONIC
ENTERTAINMENT

THE ADVENTURES OF MAAREK STELE CONTINUE! THE TRAITOR MUST BE PUNISHED!

THREATENING TO UNSEAT THE EMPEROR, THE TREACHEROUS ADMIRAL ZAARIN THIRSTS FOR POWER! IT'S UP TO YOU TO ENSURE HE TASTES ONLY BITTER DEFEAT. YOU MUST OUT-MANEUVER, OUT-FIRE, AND OUT-THINK HIS INSURGENT FORCES AT EVERY TURN—EVEN AS YOU REMAIN ON GUARD AGAINST THE REBEL TERRORISTS. THIS BOOK IS THE *ESSENTIAL* RESOURCE FOR PLAYERS SERIOUS ABOUT DOMINATING THE REBEL ALLIANCE IN LUCASARTS ENTERTAINMENT COMPANY'S NEW CAMPAIGN DISK, TIE FIGHTER: DEFENDER OF THE EMPIRE.

INSIDE, YOU'LL FIND:

- * CRUCIAL DATA FOR SUPERIOR PILOTING OF EVERY IMPERIAL STARFIGHTER
- * PROVEN STRATEGIES FOR ALL 22 NEW MISSIONS AND HAIR-RAISING BATTLES
- * STAR WARS® GRAPHICS AND PHOTOS
- * ADVICE FROM INSIDE THE COCKPIT—IMPERIAL NAVY PILOT MAAREK STELE RECOUNTS MORE OF HIS MERITORIOUS TECHNIQUES
- * INSIDER TIPS ONLY THE EXPERTS HAVE KNOWN, UNTIL NOW!



INCLUDES EXCELLENT
STRATEGIES FOR THE NEW
MISSILE BOAT!

RUSEL DeMARIA IS CREATIVE DIRECTOR OF PRIMA'S SECRETS OF THE GAMES™ SERIES, AND HAS WRITTEN NUMEROUS BESTSELLING COMPUTER AND VIDEO GAME STRATEGY BOOKS, INCLUDING *TIE FIGHTER: THE OFFICIAL STRATEGY GUIDE* (PRIMA) AND *THE STELE CHRONICLES*, THE COMPANION NOVELLA INCLUDED WITH THE ORIGINAL TIE FIGHTER GAME. DAVID WESSMAN AND DAVID MAXWELL ARE CO-DESIGNERS OF ALL THE MISSIONS FOR THE X-WING AND TIE FIGHTER GAMES, AND CO-AUTHORS OF SEVERAL COMPUTER GAME STRATEGY BOOKS.

PLATFORM: IBM, PC, AND COMPATIBLES



SECRETS OF THE GAMES™
A TRADEMARK OF PRIMA PUBLISHING

ISBN 0-7615-0142-8

